Ultimate Game Guide

Philippine

RAGNAROK ONLINE RPG™

OFFICIAL JOB SOURCEBOOK

What you hold in your hands is the Ragnarok Online Ultimate Game Guide. The Job Sourcebook is THE definitive and updated guide to character jobs in Philippine Ragnarok Online, the country's first and biggest MMORPG (Massively Multiplayer Online Role-Playing Game).

With article and art contributions from the playing community, the debut volume in the Ultimate Game Guide series of books has invaluable information you need about jobs, skills, stat and attribute bonuses, builds, quests, info about Transcendent Jobs and many more!

Both veterans and novices to the game will benefit from the detailed information contained in this tome. The Job Sourcebook will make your pRO life easier since you have all that info right at your fingertips.

Live the game! Live the adventure!

Philippine Ragnarok Online! Sarap Dito!

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GRAVITY
Global Playground

LEVEL UP!
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Ragnarok Online Ultimate Game Guide
JOB SOURCEBOOK

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Table of Contents

Intro 3

How to make an RO Character 4

Jobs (1-1, 2-1 and 2-2)

- Novice 5
- Swordsman Series
  - Swordsman 12
  - Knight 17
  - Crusader 23
- Thief Series
  - Thief 31
  - Assassin 35
  - Rogue 42
- Archer Series
  - Archer 49
  - Hunter 53
  - Bard 59
  - Dancer 65
- Mage Series
  - Magician 71
  - Wizard 76
  - Sage 82
- Acolyte Series
  - Acolyte 90
  - Priest 95
  - Monk 102
- Merchant Series
  - Merchant 110
  - Blacksmith 116
  - Alchemist 124
- Super Novice 132

Transcendent Jobs

- Lord Knight 138
- Paladin 144
- Assassin Cross 149
- Stalker 156
- Sniper 160
- Clown 165
- Gypsy 169
- High Wizard 173
- Professor 178
- High Priest 183
- Champion 188
- Whitesmith 193
- Creator 198

Tables and Charts 203

Extras 243

INTRODUCTION

There's a reason why we're calling it the Ragnarok "Ultimate" Game Guide series.

Yep. Over the course of the year, Level Up will be writing and producing a line of published books dedicated to the Pinoy Ragnarok player. Part of the goal is to have all the information readily available in a printed (book) format right at your fingertips.

The book that you are now holding is just the beginning.

It was deemed best to have complete and updated data on all jobs, skills, and even builds for all the pRO character classes. And that's just the tip of the iceberg. A lot of the content in this book came from the playing community.

In it, you will find tips and articles about the different elements of Ragnarok jobs from those who've experienced it themselves – the stalwart characters of the pRO community.

This work is by the community, for the community.

This reference material will benefit both novices and Ragnarok veterans alike. Those who are still getting their feet wet in Midgard can learn the basics about skills, attributes, and leveling while the battle-scared vets of PVP (Player vs. Player), WoE and Boss Hunting can learn the finer points of stat, skill builds, and character optimization.

Also included in this book is official information on Philippine Ragnarok Online's biggest patch to-date, Episode 10: Heritage. Detailed and accurate skill lists for Transcendent Jobs can be found here as well as character builds tested in Sakray, the pRO test server, by our Vanguards (formerly known as Game Masters) and official playtesters.

I'm not saying that those builds and even player-submitted articles are the best nor are they the definitive path to success in pRO. Like all things, be they virtual or real, a person's experience (and choice) dictates the failure or success of any endeavor. So, don't be afraid to experiment. Tweak a build or two. Try another weapon. It is this individuality that sets your character apart from the thousands that populate Rune Midgard.

I hope that you will have as much fun with this book as we had writing and putting it together.

Ragnarok! Sarap Dito!

Mon Macutay
GM Tristan III

Artwork from Gravity Corp.

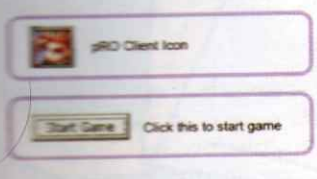
How To Make An RO Character

You will need the pRO CD to install the game. This is available in most Internet cafes. They are also available in many other areas. You will also need to purchase RO load in order to play beyond the first 30 hours after signing up.

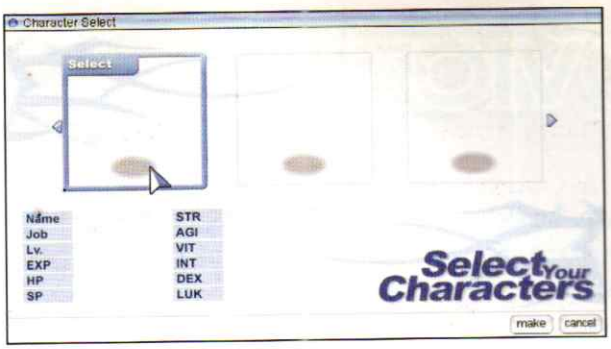
You will need to create a pRO account first before you can play the game. You must go to www.ragnarok.ph to begin making a new account.

Fill the following forms and be sure to properly select what gender your character will be. Read through the instructions and don't forget to read the User Agreement as well before submitting the form. After this, your password will be sent to the e-mail account that you have entered. Now your account is registered. Please wait 10-15 minutes before trying to log in to your account after receiving the e-mail.

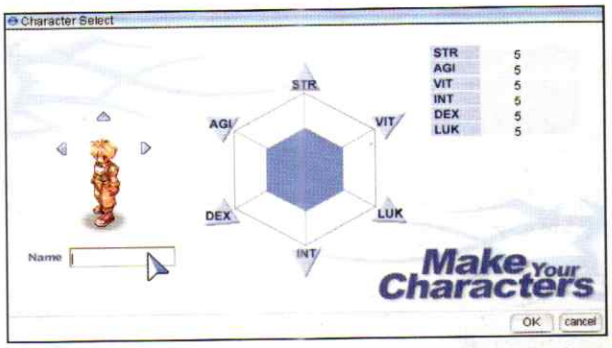
To start, click on the pRO icon on your desktop and it will launch the pRO client. Next, click on the Start Game button to begin playing.



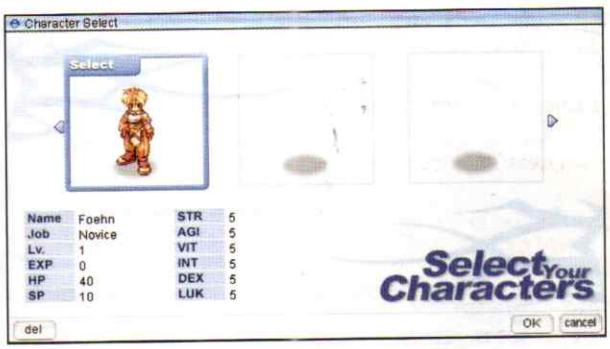
Sign in with your username and password. Pick a server where you want to play, then select a blank character slot. Just use the arrows to pick the hairstyle and hair color that you want your character to have. Then click OK to enter the world of Rune Midgard!

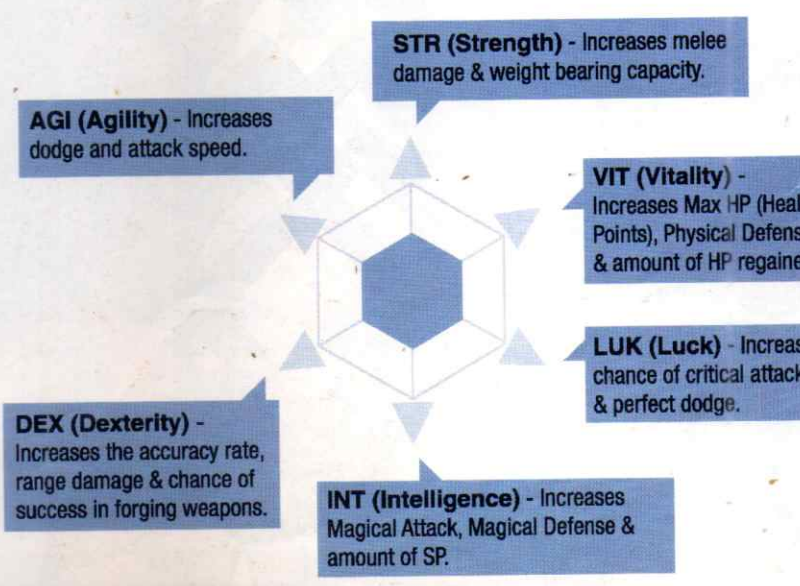


Select your character.
When you login for the first time your slots will be empty. There are 5 slots to build 5 different characters. Simply click on an empty slot.



Make your character.
Here you will be able to change your appearance, give yourself a name and adjust your stats. Feel free to play with your hairstyle and color! Click the arrows above your head to change them.




STR (Strength) - Increases melee damage & weight bearing capacity.
AGI (Agility) - Increases dodge and attack speed.
VIT (Vitality) - Increases Max HP (Health Points), Physical Defense & amount of HP regained.
LUK (Luck) - Increases chance of critical attacks & perfect dodge.
DEX (Dexterity) - Increases the accuracy rate, range damage & chance of success in forging weapons.
INT (Intelligence) - Increases Magical Attack, Magical Defense & amount of SP.

NOVICE

No one in the world starts out great. Everyone has their humble beginnings: from the most honorable of Knights to the deadliest of Assassins. There comes a time when those born with an adventurer's heart to step out of the safety of their hometown and explore the world around them to build up fame, fortune, and cherished memories. Armed with only a sense of adventure, a dagger, and an oversized eggshell, Novices journey out to find their place in the world.

Novices learn the basics of how to sit and rest, how to trade, and how to deal with the many friendly Kafra girls that are found throughout the towns. They also learn some leadership skills as they gain the ability to form parties. Novices also learn the basics of survival with skills like First Aid and Play Dead. They can't do anything spectacular, but they're well on their way to becoming something great.

ATTRIBUTES

STATS

STR
Greatly increases damage for melee weapons
Increases carrying capacity by 30 for every base point (item/spell/card/job bonuses do not increase carrying capacity)
You get a bonus to melee attack damage for every 10 full points of STR. This bonus is equivalent to (STR/10)*(STR/10)

AGI
Each point of AGI increases your Flee by 1 point
Agility increases attack speed for weapons. This varies for each job and each weapon-type.

VIT
Increases your maximum HP.
Increases the rate of HP regeneration
Increases your VIT DEF
Decreases the chances and durations for status effects affecting you.
Increases the effectiveness of HP healing items.

Artwork from Gravity Corp.

DEX
Greatly increases damage for ranged weapons
You get a bonus to range attack damage for every 10 full points of DEX. This bonus is equivalent to (DEX/10)*(DEX/10)
Each point of DEX increases your Hit by 1 point
Every 15 DEX decreases casting time by 10%
Slightly increases attack speed for weapons
Increases the minimum damage done by melee weapons
Increases chances of forging and potion crafting

Artwork from Gravity Corp.

INT
Increases damage for magic spells
Each 5 points of INT gives a bonus to maximum MATK damage
Each 7 points of Int gives a bonus to minimum MATK damage.
Increases the effectiveness of SP recovery items.
You get a bonus to SP Recovery for every 6 full points of INT
Increases maximum SP
Increases Int MDEF

LUK
Each point of Luk increases Critical by 0.3%
Each point of LUK increases Auto-Blitz chance (for Hunters) by 0.3%
Each 10 points of LUK increases Perfect Dodge by 1%
Increases damage by 1 point for every 5 LUK
Increases chances for forging and potion crafting

ATK

A general estimate of the character's physical attack power. This is modified by STR (melee) or DEX (range) and the damage of the weapon used.

MATK

This is a general estimate of a character's magical attack power for spells. This is modified by INT and any MATK modifier from items such as rods

DEF

This is a general estimate of a character's defense against physical attacks. The first number is the character's DEF from armor, armor upgrades, and items while the second number is the character's Def from VIT. Armor DEF reduces damage by percentage and VIT DEF reduces damage by a fixed number range.

MDEF

This is a general estimate of a character's defense against magical attacks. The first number is the character's MDEF from armor and items while the second number is the character's MDEF from INT. Armor MDEF reduces damage by percentage and Int MDEF reduces damage by a fixed number range.

Artwork by JP Arceo

Hit

This measures the character's accuracy with physical attacks. It is affected by DEF, cards, and items. Hit is countered by Flee. Assassins, some monsters, and many MVP monsters have very high Flee so you will need high Hit to damage them.

Flee

This measures the character's ability to dodge physical attacks. It is a combination of Flee and Perfect Dodge. Only the first number is your actual Flee. The second number is your Perfect Dodge. Flee is affected by AGI, cards, and items. Flee is countered by Hit.

Perfect Dodge

This represents the small chance that a character can avoid an attack through good luck. This will override Hit if successful and the words Lucky! will appear atop your character's head if Perfect Dodge is activated. Perfect Dodge will also avoid Critical hits. Perfect Dodge will only work against regular attacks. Skills cannot be avoided by Perfect Dodge.

Critical

This represents the chance of landing a critical hit. The hit will ignore the target's DEF and it will automatically hit. A critical hit is made when you see yellow numbers highlighted by a red background.

ASPD

This represents the speed of the character's attacks. The higher the number, the faster the character can attack. This is affected by AGI, DEX, skill, and items. The maximum attainable ASPD in the game is 190. The characters job and weapon type affects the characters overall weapon speed.

Artwork from Gravity Corp.

Quest

The Novice Training Grounds

The first NPC you meet when you enter the game is Zion. She gives you directions to the castle, where the Training Grounds proper is located.

If you talk to her a second time, she will give you 1 Base Level.

Inside the castle, you can find the Receptionist. He can give you an explaination about the Training Grounds, or allow you into the world right away.
It is strongly suggested that you enter training if it is your first time to play Ragnarok Online, as you will get valuable advice and some items to make starting out easier.

- If you choose "Sign up for Training", you will be given 50 zeny.
- If you choose "Skip Training", you will be taken to a random town.

After the Receptionist sends you into the training ground, go straight north to see the Chris, the Interface Instructor. He will teach you about the game controls and the basic interface bar.

After talking to him, you should have gained:

- 1 Base Level
- 1 Job Level
- 1 Novice Plate (Equipment - Armor)

Talk to him a second time and he will send you to the next Lecture NPC.

To the left of Chris is Secil, the Skill Instructor. He will teach you about active and passive skills, and the skill window.

After talking to him, you should have gained:

- 1 Base Level
- 2 Job Levels
- The First Aid skill

Talk to him a second time and he will send you to the next Lecture NPC.

To the right of Chris is Aris, the Item Instructor. She will teach you about the equipment and item windows, about using items and equipment, and about the hotkey bar.

After talking to her, you should have gained:

- 1 Novice Hood (Equipment - Garment)
- 1 Novice Boots (Equipment - Foot)
- 1 Novice Egg Cap (Equipment - Upper Head)
- 10 Fly Wing (Item - Usable)
- 2 Buttefly Wing (Item - Usable)
- 51 Novice Potion (Item - HP Recovery)
- 2 Job Levels
- 2 Base Levels (if you follow her instructions)

Talk to her a second time and she will send you to the Practical Course.

Next to Aris is the Kafra Employee. She will tell you about the Kafra Corporation and the various services they provide.

After talking to her and reading the sub-topics, you should have gained:

- "Save spawn point" option - 1 Base Level
- "Storage Service" option - 1 Job Level

Please take note that if you use the "Teleport Service" option to go to a town, you will get 5 Warp Free Tickets (Item - etc) and 5 Cargo Free Tickets (Item - etc), but you will not be able to continue Training.

The Soldier NPC is a generic "Help" NPC that gives you directions and advice. He/she can be found at various locations in towns. His/her appearance may vary depending on the town.

Artwork by JP Araneo

At the far right of the room, a portal leads to the in-depth instructors. They will teach you more about the game.

- Edwin, the Interface Assistant tells you more about the game's controls, and about the Basic Window (Alt + V)

- Jare Riotte, the Status Assistant tells you about status points and the Status Window (Alt + A)

- Judas Pitch, the Skill Assistant tells you more about skills and Skill Window (Alt + S)

At the far left of the room, a portal leads to the Practical Course. This is where you learn about the largest part of the game - hunting monsters.

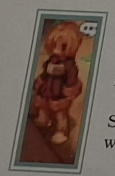
At the left of the practical test room is Elmeen, the Helper NPC. He gives you information about the hunting of monsters and about item drops.

After talking to him, you should have gained:

- 1 Base Level
- 1 Powder of Buttefly (Item - etc)
- 9 Fly Wing (Item - Usable)
- 1 Novice Knife (Equipment - Weapon)
- 1 Novice Guard (Equipment - Shield)
- 2 Magnifier (Item - Usable)
- 300 Novice Potion (Item - HP Recovery)

At the middle of the practical test room is the Sweet Potato Dealer. She sells Sweet Potatos (Item - HP Recovery) for 15 zeny.

You can also sell your useless monster drops to her with the 'sell' option.



At the right of the practical test room is Kane, the Helper NPC. She allows you to proceed to the Practical Test - actual monster hunting.

She will give you the following items when you choose to take the test:

If you are defeated, you will return to the test room, Kane will give you 1 Base Level and 50 Novice Potions (Item - HP Recovery) if you try again.

The Practical Test - Monster Hunting

The practical test map is a small map full of monsters. You do not actually have to kill them, however. To pass the test, you simply have to make your way to the north end of the map and speak to the NPC there. However, there are some monsters that attack you unprovoked, forcing you to hunt them if you wish to proceed. You can also hunt the non-aggressive monsters for EXP and items if you wish.

The first NPC you see when you enter the Practical Test is Pman, the Training Center Employee. He brings you to the training ground with the difficulty setting of your choice.

- The Easy Course contains the monsters Fabre, Poring, Willow, Super Picky, Condor and Roda Frog.
- The Difficult Course contains the monsters Fabre, Poring, Chonchon, Super Picky, Thief Bug, Spore, Thief Bug Female and Rocker.

The objective of the Practical Test is to make your way to the North end of the map and talk to Keyman, the Check Employee, to bring you to the Final Exam. If you feel that you are ready to handle monsters, talk to him to leave the Practical Test.

Well, you're almost done now! Only one last test remains - the Final Exam. Unlike a regular final exam, this test helps you determine the job class you are most suited to be, based on your personality. For more information about the various jobs, talk to Bruce, the Novice Instructor.

Hanson, the Final Instructor, administers the final exam to determine which job class you are most suited to be. It is not a mandatory exam, but it is strongly advised that you take it, since you will earn additional supplies that will be very helpful for a beginning character.

At the end of the exam, you will be given some items and a choice to accept the exam's recommendation or to choose your own job. Hanson will then take you to the town where you can change into your chosen job.

You will automatically gain the following items after the exam:

- 4 Red Potion (Item - HP Recovery)
- 2 Yellow Potion (Item - HP Recovery)
- 2 Green Potion (Item - Status Recovery)
- 100 zeny

If you choose to accept the exam's result, you will gain items and tickets related to the recommended job, and 7 Phracon (Item - etc) and will be warped to the town where you can change into that job.

Swordsman - Falchion[3] (Equipment - Weapon), 5 Storage Free Ticket, 5 Warp Free Ticket, Warp to Izlude.

Archer - Composite Bow[3] (Equipment - Weapon), 5 Storage Free Ticket, 5 Warp Free Ticket, Warp to Payon.

Acolyte - Mace[3] (Equipment - Weapon), 5 Storage Free Ticket, 5 Warp Free Ticket, Warp to Prontera.

Mage - Rod[3] (Equipment - Weapon), Cutter[3] (Equipment - Weapon), 5 Storage Free Ticket, 5 Warp Free Ticket, Warp to Geffen.

Merchant - Battle Axe[3] (Equipment - Weapon), 4 Storage Free Ticket, 4 Warp Free Ticket, 4 Cart Free Ticket, Warp to Alberta.

Thief - Novice Knife (Equipment - Weapon), 5 Storage Free Ticket, 5 Warp Free Ticket, Warp to Morroc.

If you wish to choose your own job, you will earn:

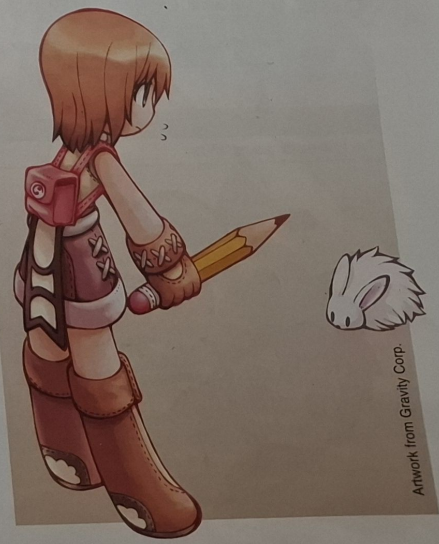
- 1 Adventurer's Suit (Equipment - Armor)

You will also be warped to the town where you can change into your chosen job.

Masamuneko's Tips

- It's best to accept the exam result's recommendation, since Phracon and an additional weapon is a better deal than the Adventurer's Suit. Besides, you can use a Warp Free ticket to get to your desired town.

- Aim to get Swordsman or Mage, even if you don't want to change to that job, as the weapons provided for that class have fairly high attack power and NPC sell value. Also, the weapons are usable by Novices.



Artwork from Gravity Corp.

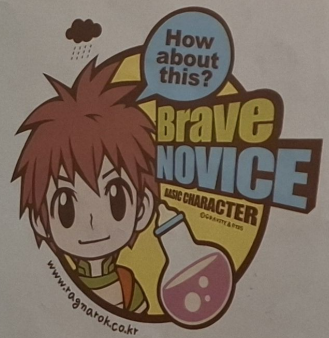
SKILL

[Passive] Basic Skill	
Description: Grants acces to basic interface skills and commands.	
Level:	**Effect / SP Cost:**
Lv. 1	Enable Trade - Allows you to conduct trades with other characters
Lv. 2	Enable Emoticons - Allows you to use emoticons such as /gg, /heh, /lv, etc.
Lv. 3	Enable Sit - Allows you to sit down (insert key) to regenerate HP and SP faster
Lv. 4	Enable Chat Room - Allows you to create your own chatroom (Alt + C)
Lv. 5	Enable Join Party Option - Allows you to join adventuring parties
Lv. 6	Enable Kafra Storage - Allows you to use Kafra Storage
Lv. 7	Enable Create Party Option - Allows you to create adventuring parties
Lv. 9	Enable Next Job - Allows you to move on to any of the 1st jobs (Swordsman, Archer, Thief, Mage, Acolyte, or Merchant)

QUEST SKILL

[Supportive] First Aid		
Description: Consume 3 SP to restore 5 HP		
Level:	**Casting Time:**	**SP Cost:**
Lv. 1	none	3

Items Required:
Talk to all novice ground NPC's



Artwork from Gravity Corp.

[Supportive] Play Dead
Description: This skill allows you to fake death and stops a monster from attacking you. This skill is very useful at the beginning of your Ragnarok journey.

Level:	**Casting Time:**	**SP Cost:**
Lv. 1	none	5

Quest NPC:	Location:
Prontera Knight Member	prt_in 71 86

Items Required:
First Aid

SWORDSMAN

The start of every great adventure often begins with a sword in hand and the desire to be something more than just a commoner. This is the case for many great Knights and Crusaders who began as Swordsmen.

True to their title, Swordsmen prefer to use blades of any kind: from daggers, one-handed swords, to two-handed swords. They are good at melee combat and their great endurance allows them to withstand blows from monsters that would otherwise knock out a normal person. They also have skills to return the favor to their enemies, allowing them to deliver powerful Bash attacks. They are even trained to cause the ground to explode in flames with their famous Magnum Break skill. They are also valuable in adventuring parties because they can draw the attention of monsters away from weaker party members with their Provoke skill.

Many novices gather around the town of Izlude because this is the town where aspiring Swordsmen are tested. It is here where they undergo a quest of strength, cunning, and speed. If they succeed, they are appointed as a new Swordsman and then begin their journey towards becoming a proud Knight or a righteous Crusader.

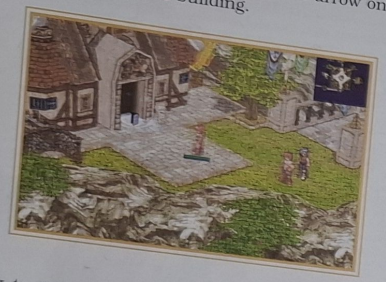
SWORDSMAN STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
7	2	4	0	3	2

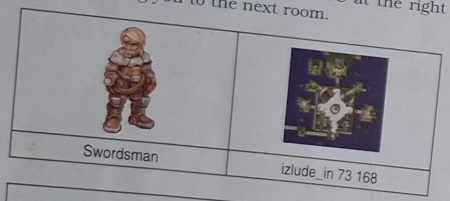
Artwork from Gravity Corp.

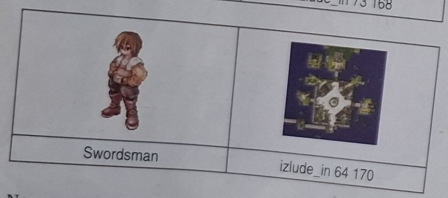
QUEST

Go to the town of Izlude and to to the building in the left part of town (indicated by the arrow on the mini-map). Enter the building.

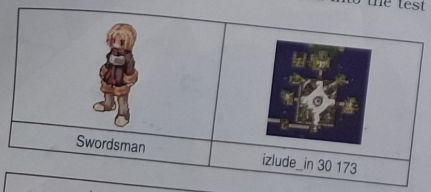


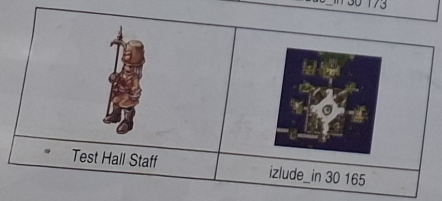
Talk to this Swordsman NPC and sign up for the test. He'll then direct you to the NPC at the right and he'll bring you to the next room.





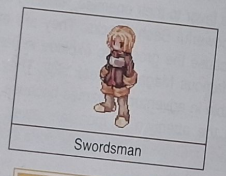
Now once you're in the next room, you have to talk to two more NPCs. You will be given the conditions which you must accomplish in order to pass the test. After you talk to the NPC behind the desk at the top of the room, go to the Test Hall Staff to the lower part of the room to proceed into the test area.



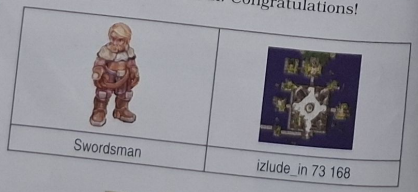


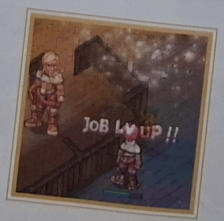
You'll have to cross three maps without falling. Click carefully when walking or you will fall down to a part of the map that has a lot more monsters. If you do fall, you can find this portal to head back up and try again.

When you reach the very end of the obstacle course, you will find Mae and she will announce that you have passed the test if you can reach her before 10 minutes are up.



Once you're done, return to the Swordsman NPC and ask him about Job Change again. He will then say you have passed and he will change you from a Novice into a Swordsman! Congratulations!





SKILLS

[Passive] Sword Mastery

Description: Increases one-handed sword damage.

Level:	Effect / SP Cost:
Lv. 1	Sword Damage + 4
Lv. 2	Sword Damage + 8
Lv. 3	Sword Damage + 12
Lv. 4	Sword Damage+ 16
Lv. 5	Sword Damage + 20
Lv. 6	Sword Damage + 24
Lv. 7	Sword Damage+ 28
Lv. 8	Sword Damage + 32
Lv. 9	Sword Damage + 36
Lv. 10	Sword Damage + 40

Notes: The bonuses for Weapon Masteries are not multiplied with regards to skills. Ex. Your base damage is 60 if you add Level 10 sword mastery. It becomes 100 damage. But if you use bash 10 which gives 400% damage. The 60 base damage is multiplied by 4 and it becomes 240. And then last 40 points for mastery is added to give a total 280 pts. of damage and NOT the 400 damage you might expect.

[Passive] Increase HP Recovery

Description: Restores lost HP while sitting down or standing still. Having higher Vit and Max HP also increases the effectiveness of this skill.

Level:	Effect:
Lv. 1	Every 10 secs/HP + 5; Healing items +10%
Lv. 2	Every 10 secs/HP + 10; Healing items +20%
Lv. 3	Every 10 secs/HP + 15; Healing items +30%
Lv. 4	Every 10 secs/HP + 20; Healing items +40%
Lv. 5	Every 10 secs/HP + 25; Healing items +50%
Lv. 6	Every 10 secs/HP + 30; Healing items +60%
Lv. 7	Every 10 secs/HP + 35; Healing items +70%
Lv. 8	Every 10 secs/HP + 40; Healing items +80%
Lv. 9	Every 10 secs/HP + 45; Healing items +90%
Lv. 10	Every 10 secs/HP + 50; Healing items +100%

Notes: The amount of HP recovered is influenced by the character's VIT stat and their max HP.

[Passive] Two-Handed Sword Mastery

Description: Increases two-handed sword damage. The damage dealt by this skill ignores the Def of the target.

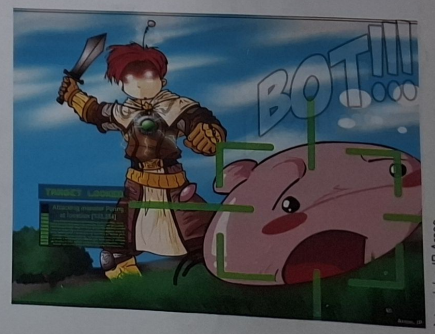
Requirements: Lv. 1 Sword Mastery

Level:	Effect:
Lv. 1	Two-handed Sword Damage + 4
Lv. 2	Two-handed Sword Damage + 8
Lv. 3	Two-handed Sword Damage + 12
Lv. 4	Two-handed Sword Damage + 16
Lv. 5	Two-handed Sword Damage + 20
Lv. 6	Two-handed Sword Damage + 24
Lv. 7	Two-handed Sword Damage + 28
Lv. 8	Two-handed Sword Damage + 32
Lv. 9	Two-handed Sword Damage + 36
Lv. 10	Two-handed Sword Damage + 40

[Offensive] Bash

Description: Bash enables you to do a large amount of damage in a single attack against an enemy.

Level:	Effect / SP Cost:
Lv. 1	Damage : 130 % SP - 8
Lv. 2	Damage : 160 % SP - 8
Lv. 3	Damage : 190 % SP - 8
Lv. 4	Damage : 220 % SP - 8
Lv. 5	Damage : 250 % SP - 8
Lv. 6	Damage : 280 % SP - 15
Lv. 7	Damage : 310 % SP - 15
Lv. 8	Damage : 340 % SP - 15
Lv. 9	Damage : 370 % SP - 15
Lv. 10	Damage : 400 % SP - 15



Artwork by JP Arceo

[Offensive] Magnum Break

Description: Deals fire elemental damage in a wide area of attack.

Requirements: Lv. 5 Bash

Level:	Effect:
Lv. 1	120% Target / 70% Splash SP - 15
Lv. 2	125% Target / 75% Splash SP - 15
Lv. 3	130% Target / 80% Splash SP - 15
Lv. 4	135% Target / 85% Splash SP - 15
Lv. 5	140% Target / 90% Splash SP - 15
Lv. 6	145% Target / 95% Splash SP - 15
Lv. 7	150% Target / 100% Splash SP - 15
Lv. 8	155% Target / 105% Splash SP - 15
Lv. 9	160% Target / 110% Splash SP - 15
Lv. 10	165% Target / 115% Splash SP - 15

Notes: Targets adjacent to the swordsman get full damage, while targets further away recieve splash damage. The swordie's attack damage is increased for a few seconds after the use of this skill.

[Supportive] Provoke

Description: Provoke taunts the enemy, luring him towards you. This skill also lowers the enemy's Vit defense at the cost of inciting his rage allowing him to deal more damage. Provoke can also cancel out a spell or ability being cast by the target.

Level:	Effect:
Lv. 1	Enemy's damage: : +2%; Enemy's Vit Def : -10% SP - 4
Lv. 2	Enemy's damage: : +4%; Enemy's Vit Def : -15% SP - 5
Lv. 3	Enemy's damage: : +6%; Enemy's Vit Def : -20% SP - 6
Lv. 4	Enemy's damage: : +8%; Enemy's Vit Def : -25% SP - 7
Lv. 5	Enemy's damage: : +10%; Enemy's Vit Def : -30% SP - 8
Lv. 6	Enemy's damage: : +12%; Enemy's Vit Def : -35% SP - 9
Lv. 7	Enemy's damage: : +14%; Enemy's Vit Def : -40% SP - 10
Lv. 8	Enemy's damage: : +16%; Enemy's Vit Def : -45% SP - 11
Lv. 9	Enemy's damage: : +18%; Enemy's Vit Def : -50% SP - 12
Lv. 10	Enemy's damage: : +20%; Enemy's Vit Def : -55% SP - 13

Artwork from Gravity Corp.

[Supportive] Endure

Description: The character will not flinch when hit by normal attacks, but will still flinch if hit by skills. Increases 1 MDef per lev of Endure.

Requirements: Lv. 5 Provoke

Level:	Effect:
Lv. 1	10 Second Duration
Lv. 2	13 Second Duration
Lv. 3	16 Second Duration
Lv. 4	19 Second Duration
Lv. 5	22 Second Duration
Lv. 6	25 Second Duration
Lv. 7	28 Second Duration
Lv. 8	31 Second Duration
Lv. 9	34 Second Duration
Lv. 10	37 Second Duration

Quest Skills

[Passive] Moving HP Recovery

Description: Restore HP even while moving. However the amount of HP recovered by the skill is about 25% of the one while standing. Regular HP Recovery doesn't affect the skill.

Level:	Casting Time:	SP Cost:
Lv. 1	none	none

Quest NPC:	Location:
Reon Phon Prisue	izlude_in 175 130

Items Required:

200 Empty Bottles, Any kind of armor, Moth Wing

[Passive] Fatal Blow

Description: When casting lvl 6 Bash or above, this skill has a random chance of causing stun.

Level:	Casting Time:	SP Cost:
Lv. 1	none	none

Quest NPC:	Location:
Knight Ditomaso	prt_in 75 88

Items Required:

10 Fire Arrows, 10 Silver Arrows, 1 Bananna Juice, 30 Tentacles, 5 Royal Jelly

[Active] Berserk

Description: Initiates lvl 10 Provoke automatically when the user's HP gets lower than 25%. This status is canceled when the user's HP goes up more than 26%. Also this skill doesn't have any specific duration, (that is, if the user can keep the HP amount lower than 25%, the Provoked status will last.) but when someone hits the user using certain skills that cancels Provoke, this status will be canceled immediately.

Level:	Casting Time:	SP Cost:
Lv. 1	none	none

Quest NPC:	Location:
Huahn	prt_in 94 57

Items Required:

35 Powder of Buttefly, 10 Horrendous Mouths, 10 Decayed Nail, 10 Honey

Artwork from Gravity Corp.

KNIGHT

Many young warriors aspire for glory and fame, but only those who persevere gain them. Swordsmen prove themselves through battle each day as they seek to rise above the others to be recognized as someone worthy of rank. Only those who constantly hone their skills with both blade and spear gain the honor of being initiated as one of the Knights of Prontera.

Knights are trained to fight in the deadliest of battles. They are taught to ride the Pecopeco as their mount. Knights are first called whenever a guild's cavalry charges into a heavily defended castle. They are powerful front-liners for an adventuring party when battling the many dangerous monsters in Rune Midgard. They are also trained to use most of the heaviest armors available. Because of their rigorous physical training, they become tough juggernauts that can pave the way for victory against opposing guilds or against hordes of monsters.

Knights prefer to use any type of swords or spears. They are flexible when it comes to their abilities. It is common for Sword Knights to be swift and strong, utilizing skills like Two Hand Quicken and Bowling Bash while Spear Knights tend to lean towards toughening their bodies to withstand combat wounds. Knights are not limited to these types, however, and many follow their own beliefs when it comes to weapons and physical training.

"Do you think you have what it takes to be a Knight?"

KNIGHT STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
8	2	10	0	6	4

QUEST

Talk to the commander of knights of Prontera, 'Hermann von Ephesus' and take tests by following sequence shown below.

Knight Master Hermann

prt_in 84 100

I. Diligence

Talk to 'Knight Andrew'.
He will ask you to gather 6 different items which you can get from monsters in the field. The items he asks for will be either one of the two sets below.

5 Elder Pixie's Moustache	5 Bug Leg
5 Wing of Red Bat	5 Heart of Mermaid
5 Orcish Voucher	5 Maneater Blossom
5 Moth Dust	5 Clam Flesh
5 Reptile Tongue	5 Old Frying Fan
5 Mane	5 Snail's Shell

Knight Andrew

prt_in 75 105

II. Honor

Talk to 'James Syracueth'.
He will give you a lecture about a knight and ask you questions in the middle of lecture.

answers:

"Flamberge", "Provoke Lv10", "Spear Boomerang Lv 3", "Zephyrus", "80% of normal speed", "Tell the novice about low-level hunting grounds", "Move up to the front and cover party members", and "Honor"

Knight James

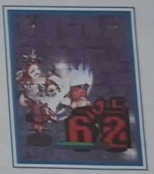
prt_in 69 91

III. Martial Arts

Talk to 'Windser Banedict'.
You should fight the monsters in the (3) rooms that you will be sent to. You have 3 minutes to clear each room

Knight Windser

prt_in 79 92

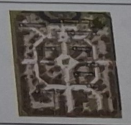


IV. Courtesy

Talk to 'Amy Veattris'.
She tells you story and gives questions about etiquettes in game in the middle of story.

Follow the instructions below:

Do not select the first or the second option
Do not select the second option
Do not select the last one
Do not select the second or third option
Do not select the second option
Do not select the first option
Do not select the first and second option
Do not select the third option
Do not select second and third option
Do not select the first option



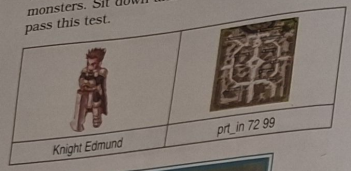
Knight Amy

prt_in 71 107

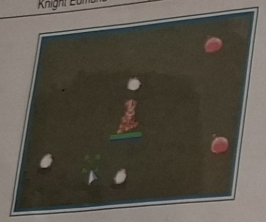
SKILLS

V. Devotion

Talk to 'Edmond Groster'.
Practice meditation in the room full of none-offensive monsters. Sit down and do not attack anything to pass this test.

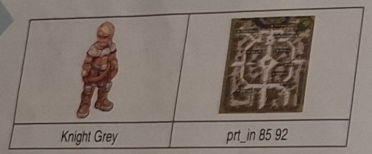


Knight Edmund | prt_in 72 99



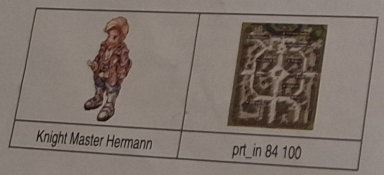
VI. Humility

Talk to 'Grey Prospero'.
Job Interview – Ask you if you are qualified to be a knight.



Knight Grey | prt_in 85 92

After that, talk to the commander of knights. He will decide if you are qualified or not by opinions of 6 knights.
(Job Change Gifts – 7 Awakening Potions)



Knight Master Hermann | prt_in 84 100

[Passive] Peco Peco Ride

Description: PecoPeco Ride rep... nts basic skill in ... Pecos. You can rent the birds at ... Prontera). Cost to rent: 2,500 ze...

Requirements: Lv. 1 Endure

[Passive] Spear Mastery

Description: Spear Mastery increases damage dealt by ... class weapons. The bonus is bigger if the user is mounted ... PecoPeco

Level:	Effect:
Lv. 1	Off Peco + 4 On Peco + 5
Lv. 2	Off Peco + 8 On Peco + 10
Lv. 3	Off Peco + 12 On Peco + 15
Lv. 4	Off Peco + 16 On Peco + 20
Lv. 5	Off Peco + 20 On Peco + 25
Lv. 6	Off Peco + 24 On Peco + 30
Lv. 7	Off Peco + 28 On Peco + 35
Lv. 8	Off Peco + 32 On Peco + 40
Lv. 9	Off Peco + 36 On Peco + 45
Lv. 10	Off Peco + 40 On Peco + 50

[Passive] Cavalier Mastery

Description: Cavalier Mastery increases your Attack speed ... mounted.

Requirements: Lv. 1 Pecopeco Ride

Level:	Effect:
Lv. 1	Attack speed when mounted: 60%
Lv. 2	Attack speed when mounted: 70%
Lv. 3	Attack speed when mounted: 80%
Lv. 4	Attack speed when mounted: 90%
Lv. 5	Attack speed when mounted: 100%

[Offensive] Spear Boomerang

Description: Spear boomerang allows you to make a ranged attack with a Spear Class weapon. It has a slight cast delay ... being used. Costs 10 SP for all levels.

Requirements: Lv. 5 Pierce

Level:	Effect:
Lv. 1	Range : 3 Cells Damage 150% SP - 10
Lv. 2	Range : 5 Cells Damage 200% SP - 10
Lv. 3	Range : 7 Cells Damage 250% SP - 10
Lv. 4	Range : 9 Cells Damage 250% SP - 10
Lv. 5	Range : 11 Cells Damage 350% SP - 10

Notes: Spear Boomerang has a slight casting delay after being used.

[Offensive] Pierce

Description: Pierce is a multiple hit attack; Pierce hits a small target once, a medium target twice, and a large target three times. This skill can only be used with Spear Class Weapons.

Requirements: Lv. 1 Spear Mastery

Level:	Effect / SP cost:
Lv. 1	Damage 110% SP - 7
Lv. 2	Damage 120% SP - 7
Lv. 3	Damage 130% SP - 7
Lv. 4	Damage 140% SP - 7
Lv. 5	Damage 150% SP - 7
Lv. 6	Damage 160% SP - 7
Lv. 7	Damage 170% SP - 7
Lv. 8	Damage 180% SP - 7
Lv. 9	Damage 190% SP - 7
Lv. 10	Damage 200% SP - 7

Notes: Despite its ability to hit multiple times, Pierce only counts as 1 hit.

[Offensive] Spear Stab

Description: Spear Stab knocks one enemy back while simultaneously damaging it and other nearby enemies. This Skill can only be used with Spear Class Weapons.

Requirements: Lv. 5 Pierce

Level:	Effect / SP cost:
Lv. 1	Damage 115% Shoved Range 6 Cells SP - 9
Lv. 2	Damage 130% Shoved Range 6 Cells SP - 9
Lv. 3	Damage 145% Shoved Range 6 Cells SP - 9
Lv. 4	Damage 160% Shoved Range 6 Cells SP - 9
Lv. 5	Damage 175% Shoved Range 6 Cells SP - 9
Lv. 6	Damage 190% Shoved Range 6 Cells SP - 9
Lv. 7	Damage 205% Shoved Range 6 Cells SP - 9
Lv. 8	Damage 220% Shoved Range 6 Cells SP - 9
Lv. 9	Damage 235% Shoved Range 6 Cells SP - 9
Lv. 10	Damage 250% Shoved Range 6 Cells SP - 9

Notes: Spear Stab has a very small area of effect. It can damage and knock back a group of monsters if they are close together.

"Gusto ko talaga ang knight kasi mabilis mag pa level kaysa sa iba kasi mataas ang vitality para mag survive kung saan saang lugar,and ang knight rin ang pambato pag dating sa Guild war o boss hunting..i also thought that knights have the highest limit of HP in rune midgard."

- Joel B., Knight, Sun Shadow Guild of Sarah

[Offensive] Brandish Spear

Description: Brandish Spear is the most powerful spear based attack available to knights. This Skill can only be used when mounted on a Peco-Peco and wielding a spear class weapon. This allows the knight to attack many opponents within the area of the skill's effect.

Requirements: Lv. 3 Spear Stab and Lv. 1 Pecopeco Ride

Level:	Effect / SP cost:
Lv. 1	Damage 150 % SP - 12
Lv. 2	Damage 200 % SP - 12
Lv. 3	Damage 250 % SP - 12
Lv. 4	Damage 300% SP - 12
Lv. 5	Damage 350 % SP - 12
Lv. 6	Damage 400 % SP - 12
Lv. 7	Damage 450 % SP - 12
Lv. 8	Damage 500 % SP - 12
Lv. 9	Damage 550 % SP - 12
Lv. 10	Damage 600 % SP - 12

[Offensive] Counter Attack

Description: Counter Attack parries and enemy's strike and simultanously launches a potent melee strike at the opponent. Costs 3 SP. Works only against normal attacks.

Requirements: Lv. 5 Two-handed Sword Mastery

Level:	Effect:
Lv. 1	Standby 0.3 Sec SP - 3
Lv. 2	Standby 0.6 Sec SP - 3
Lv. 3	Standby 0.9 Sec SP - 3
Lv. 4	Standby 1.2 Secs SP - 3
Lv. 5	Standby 1.5 Secs SP - 3

Notes: Counter Attack is always critical.

[Offensive] Bowling Bash

Description: This skill knocks back the target in the direction you last stepped towards. If the target hits others, they will also take damage.

Requirements: Lv. 10 Bash, Lv. 5 Two-handed Sword Mastery, and Lv. 3 Magnum Break

Level:	Effect / SP cost:
Lv. 1	Damage 150% SP - 13
Lv. 2	Damage 200% SP - 14
Lv. 3	Damage 250% SP - 15
Lv. 4	Damage 300% SP - 16
Lv. 5	Damage 350% SP - 17
Lv. 6	Damage 400% SP - 18
Lv. 7	Damage 450% SP - 19
Lv. 8	Damage 500% SP - 20
Lv. 9	Damage 550% SP - 21
Lv. 10	Damage 600% SP - 22

[Supportive] Two-Hand Quicken

Description: Improves your attack speed with a two handed sword for a limited time only. It will only work with two handed swords and no other weapons

Requirements: Lv. 1 Two-handed Sword Mastery

Level:	Effect / SP cost:
Lv. 1	Duration 30 seconds, SP Cost 14
Lv. 2	Duration 60 seconds, SP Cost 18
Lv. 3	Duration 90 seconds, SP Cost 22
Lv. 4	Duration 120 seconds, SP Cost 26
Lv. 5	Duration 150 seconds, SP Cost 30
Lv. 6	Duration 180 seconds, SP Cost 34
Lv. 7	Duration 210 seconds, SP Cost 38
Lv. 8	Duration 240 seconds, SP Cost 42
Lv. 9	Duration 270 seconds, SP Cost 46
Lv. 10	Duration 300 seconds, SP Cost 50

Notes: The aspd bonus from Two-Hand Quicken is consistent regardless of skill level. Higher levels of Two-Hand Quicken merely increases the duration of the skill.

"The versatility of the AGI variant hybrid build of the knight makes one of the wordiest and loveliest build in Rune Midgard, unlike any other AGI builds, Knights are blessed with High HP, Defense, HP regeneration, Mad Aspd, and of course, Pecos! Truly, A knight built right, is a force to be reckoned with, not to mention trascending into a powerful Lord Knight."

– Hansel, AGI-Hybrid Knight, of Fenrir

"Knights are the hardest rocks in the game. They can defend the front lines with their high HP and all-around offensive skills. As they say, 'The best defense is the best offense.'"

– Xerxes, Knight, of Loki

Artwork from Gravity Corp.

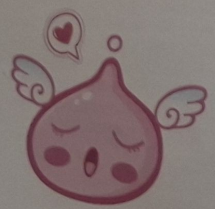
Builds

Siege Knight

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	82	8	10	100	
Agi	37	2	1	40	
Vit	90	10		100	
Int	24	0		24	
Dex	34	6		40	
Luk	1	4		5	

Equipment	Type
Head (Upper)	Helm [Deviruchi Card]
Head (Mid)	Devil Ears
Head (Lower)	Iron Cane
Armor	Full Plate [Pecopeco Card]
Garment	Manteau [Raydric Card]
Shoes	Boots [Maya Card]
Right Hand	Spear-type, One Hand Sword-type, or Two Hand Sword-type weapon
Left Hand	Two Hand Sword-type weapon or Shield-type armor
AccessoryA	Ring [Mantis Card]
AccessoryB	Ring [Mantis Card]

Skill Name	Level
Sword Mastery	10
Two Hand Sword Mastery	10
Increase HP Recovery	10
Bash	10
Provoke	5
Endure	4
Peco Peco Ride	1
Cavalier Mastery	5
Spear Mastery	10
Pierce	10
Spear Stab	3
Brandish Spear	10
Spear Boomerang	5
Two Hand Quicken	5
Remaining Skill Points	0



Knight: Hybrids

By T'wolf, Knight, Level 99, Midnight Carnival Guild of Chaos

The Hybrid Knight mixes the best of both worlds from VIT and AGI. With the right equips and skills, a Hybrid Knight is one of the most versatile builds in the knight class.

Due to the AGI and VIT, Hybrids are capable of wielding both swords and spears. This gives them the ability to adapt to almost any situation. A hybrid can utilize a sword for quick leveling since his AGI will give him enough Flee, and at the same time, he can switch to a spear and shield in PVP. In WOE, the Hybrid Knight can switch from Defender to Emp Breaker, switching from a pike and shield for defense to a Muramasa for emperium breaking.

However, the saying "A Jack of All Trades is Master of None" holds true for the Hybrid Knight. The Hybrid will pale in comparison to an AGI knight when it comes to attack speed, and he will never have as much HP and VIT DEF as a VIT knight.

Certain sacrifices must also be made. Since AGI and VIT are both raised, this will result in either lower STR or DEX.

Despite this, Hybrid Knights hold their own against AGI and VIT knights in PVP. They can take advantage of their Flee and DEF to make them hard to hit and hard to kill. Also their AGI will give them a fast attack speed when wielding a spear, allowing for insane Pierce spamming.

In the end, a Hybrid Knight is all about versatility and the ability to adapt to any and all situations. From MVP Boss Hunting, to Leveling, to Emperium Breaking, to Siege Defense, the Hybrid Knight plays a role in them all.

Knight: Two-Handed Sword Types

By Ivan Dapul, Hybrid Pure Two-Handed Sword Knight, Level 99, Shugontenshi Guild of Chaos

Two-handed sword knights excel in PVM, a.k.a. Player Versus Monster situations, wherein they can kill more continuously and efficiently than their lancer counterparts. While most players at higher levels are forced to settle down in two or three particular maps to level until they hit 99, thus leading to crowded areas, a properly equipped and informed sword knight can hunt practically anywhere he or she wants. So if your interests lie in being able to experience the whole of Rune-Midgard even when solo, as opposed to the competitiveness of PVP and WOE, then this is the build for you.

A sword knight's prime skill is Two-Hand Quicken, but judicious use of all your skills is essential to becoming a truly effective monster-slayer. Bash for stunning opponents and giving yourself breathing space; Provoke for reducing your enemies' defense and killing them faster; Endure for fleeing from dangerous situations and/or rounding up monster mobs; and Bowling Bash for destroying said mobs. Counter Attack, when used properly, is best against single strong enemies. Also, consult stat calculators and other websites to figure out your preferred stat/skill distribution. AGI and STR are typically a sword knight's primary stats, though you should never neglect DEX and VIT.

Another good way to gauge your build's effectiveness is to enter the Iron Man Arena in Kunlun and try out the different monster tiers there, where you can fight without losing EXP if you die. There, you can test your prowess and gear in safe simulations before heading out into the real world to hunt.

In summary, two-handed sword specialists rely on their Flee rate and attack speed, much as assassins do. With the up-and-coming new Lord Knight skills, especially Parrying, Aura Blade and Frenzy, their efficiency in swift and relentless monster-hunting will be second to none.

CRUSADER

There are those who seek fame on the battlefield, yet there are those chosen few who wield the sword for the sake of protecting others and smiting evil. With the strength of their faith empowering their sword arm, these righteous warriors fight against the demons and other vile creatures that seek to bring woe to humanity. Those who carry these ideals in their hearts and the burden of protecting others on their shoulders are the ones who walk the path of the Crusader.

Crusaders are holy defenders of humanity. They are capable of using the most durable and heaviest armors in Rune Midgard, and they alone can ride the Grand Peco as their mount. Demons and undead cringe at the sight of Crusaders because of the holy power that they wield. They can call forth strength from the heavens to fill their blades or spears with light to smite their foes. Some of them even have the ability to wield holy magic. Crusaders can also use their faith to heal and cure their wounded comrades. They are also capable of protecting their allies with a holy ability called Devotion, and take the blows that are meant for others. No other profession can match the Crusader when it comes to defending others.

Crusaders are trained to use both swords and spears, though most prefer to use One Hand Swords paired with a shield. Many of the Crusader's abilities are based on having a shield. These kinds of Crusaders often master the skill Grand Cross or they gain all the defensive abilities such as Autoguard and Reflect Shield. Other Crusaders prefer to wield the spear, with which they can master the skill Spear Quicken to rapidly pierce their foes.

"Is your faith strong enough to deliver the world from the darkness?"

CRUSADER STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
7	2	7	5	5	5

QUEST

Go to Prontera. Enter the castle to the north. Walk straight ahead and go past the first two portals inside.

Turn left and enter the portal up the stairs.

The NPC Knight of Guardian should be there. Go past him and enter the room.

Click on Leader of Crusader [Michele Cantonyon]. Select "I want to prepare for Holy War" when the option becomes available. Select "Yes I will" when the option becomes available. You will be asked to bring one of the following sets of items:

10 Horrendous Mouth, 10 Rotten Bandage, 10 Lantern, and 10 Jack of Pumpkin

10 Decayed Nail, 10 Stinky Scale, 10 Worn Out Prison Uniform, and 10 Daenggie

10 Skel Bone, 10 Orc Claw, 10 Manacles, and 10 Short Daenggie

Michele Cantonyon	prt_castle 44 164

Return and click on Leader of Crusader [Michele Cantonyon] and he will take the assigned items from you. Go get a Rosary and wear it. Go to Suffering Man [Murnak Myjol].

To find him, go back to where you started in the castle, at the entrance located north of Prontera. Once you enter, go to the right. You will find a portal on a set of stairs leading down. Enter the portal. You will find yourself in a dungeon and Suffering Man [Murnak Myjol] is behind the bars. Select "I will take the crusader test" when the option becomes available. You will be teleported to a dungeon with weak to moderately strong monsters. Do not kill anything. Use your Endure skill and just walk through the mobs and go to the portal on the opposite end of the map.

Murnak Myjol	prt_castle 163 26

Click on Suffering Man [Murnak Myjol] again before leaving. Go to Prontera Church in the upper right of Prontera. Walk straight to the altar and click on Knight of Temple [Gabriel Valentine]. She will give you a test which can be any of 3 sets of questions.

answers to set 1:

"Holy"
"50%"
"Monk Hat"
"Zombie Prisoner"
"Drake"
"Orc Zombie Card"
"Lovers."
"Wraith Dead"
"Amulet Shield"
"Munak"

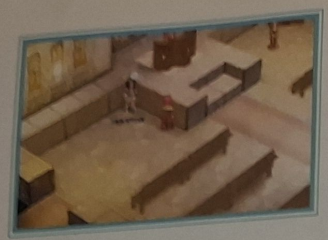
answers to set 2:

"Isis"
"Hallowed Tsurugi"
"Golden Hammer"
"Marionette"
"Ghostring"
"Shield from Hell"
"Earth"
"Whisper"
"Form 30% tolerance against Ghost"
"Sprinkle holy water on your weapon and attack 'em."

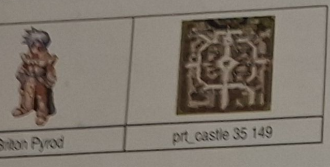
answers to set 3:

"Lv. 3"
"440"
"VIT Def +21"
"Zephyrus"
"Lv. 2"
"80% of normal speed"
"Only an acolyte's skill."
"31"
"Curse"
"The one who prepares for the Holy War."

Gabriel Valentine	prt_church 95 123



Get 1 Holy Water. Return to Prontera castle. Go back to where the NPC Leader of Crusader [Michele Cantonyon] is, but do not enter his room. Talk to the NPC outside his room Knight of Guardian [Briten Pyrod]. Select "Let's start the last test" when the option becomes available.



Briten Pyrod	prt_castle 35 149

You will be teleported to another room where Knight of Guardian [Briten Pyrod] is waiting with a chatroom. Enter the chatroom and wait your turn if there are other players taking the test. You will be teleported to another room. Just go forward and make sure to kill all the monsters that appear. Enter the portal at the end when you are done and you will be brought back to where Knight of Guardian [Briten Pyrod] is in Prontera Castle.
The monsters consist of:

Zombies
Soldier Skeletons
Mummies
Archer Skeletons
Ghouls

Click on Knight of Guardian [Briten Pyrod] again then go inside the room. Click on Leader of Crusader [Michele Cantonyon] and he will change you into a Crusader. You get 12 White Potions if you are a Job Lv 50 Swordsman when you job change successfully. Otherwise you receive only 6 White Potions.

SKILLS

[Passive] Peco Peco Ride

Description: PecoPeco Ride represents basic skill in riding PecoPecos. You can rent the birds at the Prontera Church. Rent fee: 3, 500 zeny.

Requirement: Lv. 1 Endure

[Passive] Cavalier Mastery

Description: Cavalier Mastery increases your Attack speed while mounted. Requirement: Peco-Peco Ride Level 1

Level:	SP Cost:
Lv. 1	Speed 60%
Lv. 2	Speed 70%
Lv. 3	Speed 80%
Lv. 4	Speed 90%
Lv. 5	Speed 100%

[Passive] Spear Mastery

Description: Spear Mastery increases damage dealt by spear class weapons. The bonus is bigger if the user is mounted on a PecoPeco

Level:	Effect:
Lv. 1	Off Peco + 4 On Peco + 5
Lv. 2	Off Peco + 8 On Peco + 10
Lv. 3	Off Peco + 12 On Peco + 15
Lv. 4	Off Peco + 16 On Peco + 20
Lv. 5	Off Peco + 20 On Peco + 25
Lv. 6	Off Peco + 24 On Peco + 30
Lv. 7	Off Peco + 28 On Peco + 35
Lv. 8	Off Peco + 32 On Peco + 40
Lv. 9	Off Peco + 36 On Peco + 45
Lv. 10	Off Peco + 40 On Peco + 50

[Passive] Demonbane

Description: Same as Acolyte's Demonbane, increases ATK against demon and undead monsters

Prerequisite: Lv. 3 Divine Protection

Level:	Effect:
Lv. 1	Additional ATK: 3
Lv. 2	Additional ATK: 6
Lv. 3	Additional ATK: 9
Lv. 4	Additional ATK: 12
Lv. 5	Additional ATK: 15
Lv. 6	Additional ATK: 18
Lv. 7	Additional ATK: 21
Lv. 8	Additional ATK: 24
Lv. 9	Additional ATK: 27
Lv. 10	Additional ATK: 30

[Passive] Faith

Description: Basic Crusader skill that increases max HP and Holy resistance

Level:	Effect:
Lv. 1	HP +200 Holy Resist: +5%
Lv. 2	HP +400 Holy Resist: +10%
Lv. 3	HP +600 Holy Resist: +15%
Lv. 4	HP +800 Holy Resist: +20%
Lv. 5	HP +1000 Holy Resist: +25%
Lv. 6	HP +1200 Holy Resist: +30%
Lv. 7	HP: +1400 Holy Resist: 35%
Lv. 8	HP +1600 Holy Resist: 40%
Lv. 9	HP: +1800 Holy Resist: 45%
Lv. 10	HP: +2000 Holy Resist: 50%

[Passive] Divine Protection

Description: Same as Acolyte's Divine Protection, reduces damage from Demon and Undead monsters.

Requirement: Lv. 1 Cure

Level:	Effect:
Lv. 1	Damage Reduction: 3
Lv. 2	Damage Reduction: 6
Lv. 3	Damage Reduction: 9
Lv. 4	Damage Reduction: 12
Lv. 5	Damage Reduction: 15
Lv. 6	Damage Reduction: 18
Lv. 7	Damage Reduction: 21
Lv. 8	Damage Reduction: 24
Lv. 9	Damage Reduction: 27
Lv. 10	Damage Reduction: 30

[Offensive] Holy Cross

Description: A powerful two stroke holy attack that has a chance to blind it's target

Requirements: Lv.10 Faith, and Lv. 5 Demon Bane

Level:	Effect:
Lv. 1	Dmg: 135% of ATK 3% to Blind SP 11
Lv. 2	Dmg: 170% of ATK 6% to Blind SP 12
Lv. 3	Dmg: 205% of ATK 9% to Blind SP 13
Lv. 4	Dmg: 240% of ATK 12% to Blind SP 14
Lv. 5	Dmg: 275% of ATK 15% to Blind SP 15
Lv. 6	Dmg: 310% of ATK 18% to Blind SP 16
Lv. 7	Dmg: 345% of ATK 21% to Blind SP 17
Lv. 8	Dmg: 380% of ATK 24% to Blind SP 18
Lv. 9	Dmg: 415% of ATK 27% to Blind SP 19
Lv. 10	Dmg: 450% of ATK 30% to Blind SP 20

[Offensive] Shield Boomerang

Description: Damages a target by throwing a shield. Shields that are heavy or upgraded result in more damage dealt.
Skill level affects the skill range. Consumes 12 SP.
Requires a shield.

Requirement: Lv. 3 Shield Charge

Level:	Effect / SP Cost:
Lv. 1	Dmg: 130% of ATK Range 3 SP-12
Lv. 2	Dmg: 160% of ATK Range 5 SP-12
Lv. 3	Dmg: 190% of ATK Range 7 SP-12
Lv. 4	Dmg: 220% of ATK Range 9 SP-12
Lv. 5	Dmg: 250% of ATK Range 11 SP-12

[Offensive] Shield Charge

Description: Strike your target with your shield. This skill knocks the target back and may stun your target. Range 3 and requires a shield

Requirement: Lv. 5 Auto Guard

Level:	Effect / SP Cost:
Lv. 1	Damage: 120% of ATK, 20% Stun, Knockback Range 5 SP-10
Lv. 2	Damage: 140% of ATK, 25% Stun, Knockback Range 6 SP-10
Lv. 3	Damage: 160% of ATK, 30% Stun, Knockback Range 7 SP-10
Lv. 4	Damage: 180% of ATK, 35% Stun, Knockback Range 8 SP-10
Lv. 5	Damage: 200% of ATK, 40% Stun, Knockback Range 9 SP-10

[Offensive] Grand Cross

Description: Draws a powerful Grand Cross on the ground around the Crusader that lasts 0.9 seconds. Enemies within the Grand Cross are hit three times with a powerful Holy attack. Grand Cross has a 3 second casting delay during which defense goes down to 1/3rd normal. This skill cannot be interrupted. If Grand Cross hits demon or undead monsters it also inflicts the blind status on them. Grand Cross will also hit the crusader that casts it for half the damage that it deals to the enemies.

Requirements: Lv. 10 Faith, and Lv. 6 Holy Cross

Level:	Effect / SP Cost:
Lv. 1	Dmg: 140% of ATK SP: 37
Lv. 2	Dmg: 180% of ATK SP: 44
Lv. 3	Dmg: 220% of ATK SP: 51
Lv. 4	Dmg: 260% of ATK SP: 58
Lv. 5	Dmg: 300% of ATK SP: 65
Lv. 6	Dmg: 340% of ATK SP: 72
Lv. 7	Dmg: 380% of ATK SP: 79
Lv. 8	Dmg: 420% of ATK SP: 86
Lv. 9	Dmg: 460% of ATK SP: 93
Lv. 10	Dmg: 500% of ATK SP: 100
Notes: To get the most out of Grand Cross you must have good ATK and mATK	

[Recovery] Heal

Description: Same as the Acolyte's Heal skill, restores HP of a target or the caster. Using the skill while pressing Shift key does damage to undead monsters, however it will heal monsters that are not undead.

Requirements: Lv. 10 Faith, and Lv. 5 Demon Bane

Level:	SP Cost:
Lv. 1	13 SP
Lv. 2	16 SP
Lv. 3	19 SP
Lv. 4	22 SP
Lv. 5	25 SP
Lv. 6	28 SP
Lv. 7	31 SP
Lv. 8	34 SP
Lv. 9	34 SP
Lv. 10	40 SP

Artwork from Gravity Corp.

[Recovery] Cure

Description: Cure dispels a status abnormality a target is currently suffering.

Requirement: Lv. 5 Faith

Level:	SP Cost:
Lv. 1	15sp

[Supportive] Devotion

Description: Protect a party member by taking the full damage he is receiving. However the party member and the caster should be within the skills range, level difference should be less than 10. If the party member goes out of the skills range, the skill is canceled. The amount of damage that the caster receives for a party member is affected by the defence of the party member, the defence of the caster does not affect on the amount of damage received. If the caster is in ' Auto Guard' or 'Defender' status, the party member will be protected by the same status. This skill cannot be used for other Crusaders. This spell has a 3 second casting delay.

Requirement: Lv. 4 Grand Cross, and Lv.5 Shield Reflect

Level:	Effect / SP Cost:
Lv. 1	Range 7 Duration: 30sec. Persons: 1 SP-25
Lv. 2	Range 8 Duration: 45sec. Persons: 2 SP-25
Lv. 3	Range 9 Duration: 60sec. Persons: 3 SP-25
Lv. 4	Range 10 Duration: 75sec. Persons: 4 SP-25
Lv. 5	Range 11 Duration: 90sec. Persons: 5 SP-25

[Supportive] Defender

Description: Reduces the damage of long range physical attacks Lasts 180 seconds and causes movement and aspd to be lower for the duration. Can be shared with a party member under the influence of the Devotion effect. Using this spell in rapid succession cancels it.

Requirement: Lv. 1 Shield Boomerang

Level:	Effect / SP Cost:
Lv. 1	Reduce Range Attack Damage: -20% SP: 30
Lv. 2	Reduce Range Attack Damage: -35% SP: 30
Lv. 3	Reduce Range Attack Damage: -50% SP: 30
Lv. 4	Reduce Range Attack Damage: -65% SP: 30
Lv. 5	Reduce Range Attack Damage: -80% SP: 30

[Supportive] Reflect Shield

Description: Reflect an amount of the full damage taken from an enemy back to the enemy for the duration of the skill. Lasts 300 seconds. Requires a shield.

Requirement: Lv. 3 Shield Boomerang

Level:	Effect / SP Cost:
Lv. 1	Damage Returned: 13% SP: 35
Lv. 2	Damage Returned: 16% SP: 40
Lv. 3	Damage Returned: 19% SP: 45
Lv. 4	Damage Returned: 22% SP: 50
Lv. 5	Damage Returned: 25% SP: 55
Lv. 6	Damage Returned: 28% SP: 60
Lv. 7	Damage Returned: 31% SP: 65
Lv. 8	Damage Returned: 34% SP: 70
Lv. 9	Damage Returned: 37% SP: 75
Lv. 10	Damage Returned: 40% SP: 80

[Supportive] Spear Quicken

Description: Increases the attack speed of two-handed spears when equipped.

Requirement: Lv. 10 Spear Mastery

Level:	Effect / SP Cost:
Lv. 1	Duration: 30sec ASPD up 21% SP:24
Lv. 2	Duration: 60sec ASPD up 22% SP:28
Lv. 3	Duration: 90sec ASPD up 23% SP:32
Lv. 4	Duration: 120sec ASPD up 24% SP:36
Lv. 5	Duration: 150sec ASPD up 25% SP:40
Lv. 6	Duration: 180sec ASPD up 26% SP:44
Lv. 7	Duration: 210sec ASPD up 27% SP:48
Lv. 8	Duration: 240sec ASPD up 28% SP:52
Lv. 9	Duration: 270sec ASPD up 29% SP:56
Lv. 10	Duration: 300sec ASPD up 30% SP:60

[Supportive] Auto Guard

Description: Gives you a chance to block physical attacks for the duration of the skill. After use, the user cannot move for 0.3 seconds. Using this skill rapidly cancels it. Requires a shield. Duration: 300 seconds

Level:	Effect / SP Cost:
Lv. 1	Block: 5% SP: 12
Lv. 2	Block: 10% SP: 14
Lv. 3	Block: 14% SP: 16
Lv. 4	Block: 18% SP: 18
Lv. 5	Block: 21% SP: 20
Lv. 6	Block: 24% SP: 22
Lv. 7	Block: 26% SP: 24
Lv. 8	Block: 28% SP: 26
Lv. 9	Block: 29% SP: 28
Lv. 10	Block: 30% SP: 30

[Supportive] Divine Providence

Description: Increases the resistance of a target against demon and holy property attacks. This skill can be cast on others. Lasts 180 seconds and has a 3 second casting delay.

Requirement: Lv. 5 Divine Protection, and Lv. 5 Heal

Level:	Effect / SP Cost:
Lv. 1	5% Demon Resist; 5% Additional Resistance SP-30
Lv. 2	10% Demon Resist; 10% Additional Resistance SP-30
Lv. 3	15% Demon Resist; 15% Additional Resistance SP-30
Lv. 4	20% Demon Resist; 20% Additional Resistance SP-30
Lv. 5	25% Demon Resist; 25% Additional Resistance SP-30

"Warriors wielding Odin's divine blessing and power. They roam the land preparing themselves and others for the coming of the the Twilight of the gods. Their skills with the Shield and Holy Magic are unmatched."

- Rue, Crusader, of Chaos

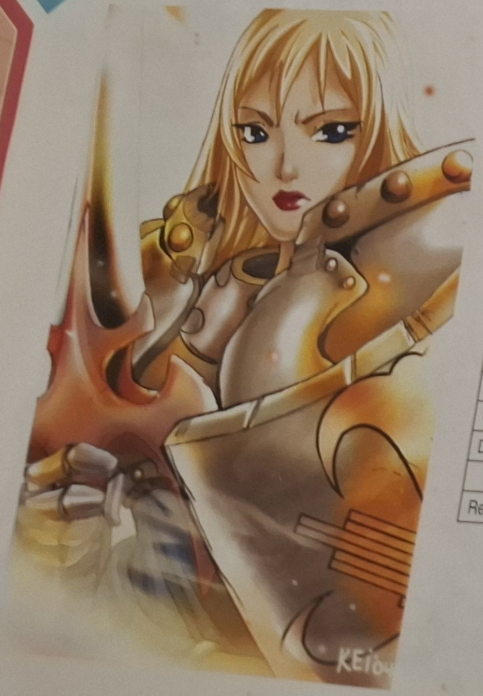
Artwork from Gravity Corp.

BUILDS

Basic Shield Crusader					
Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	94	26		110	
Agi	22	3		25	
Vit	83	7		90	
Int	25	5		30	
Dex	37	3		40	
Luk	1	5		6	

Equipment	Type
Head (Upper)	Poo Poo Hat
Head (Mid)	Devil Ears
Head (Lower)	Iron Cain
Armor	Chain Mail [Marc Card]
Garment	Manteau (Raydric)
Shoes	Boots (Matyr)
Right Hand	Saber (Hydrax3)
Left Hand	Shield (Thara Frog)
AccessoryA	Ring (Mantis)
AccessoryB	Ring (Mantis)

Artwork from Gravity Corp.



Artwork by Kei

Skill Name	Level
HP Recovery	10
Sword Mastery	10
Bash	10
Endure	10
Provoke	9
Peco Ride	1
Cavalry Mastery	5
Faith	10
Autoguard	10
Shield Charge	3
Shield Boomerang	3
Reflect Shield	10
Holy Cross	10
Grand Cross	4
Devotion	5
Remaining Skill Points	0

TYPES OF CRUSADERS

By B`A`T`O`, Int Vit Grandcross Crusader, Level 71/42, Bigtime! Guild of Iris

Pure Shield type/Holy Cross type - This build has high STR for high damage and High VIT for protection. This build cannot be easily defeated (even for Asura Monks) because of the high VIT/Def/HP coupled with shield and defensive skills. The Shield-type crusader's attack skills are Holy Cross, Bash and Shield Charge for stun and blind effects and shield boomerang for long range.

Devotion/support type - There are 2 types of "devo saders". There is the STR/VIT shielder-devo build and there is the INT/VIT Grand Cross-Devotion build. The STR/VIT build excels in surviving using potions and their high level auto guard and shield reflect skills, while the INT VIT build excels in attacking using their skill Grand Cross. Both are effective at using their devotion and surviving attacks because of their high VIT.

AGI battle build - This build has both shield and heal skills. It's great in PVM and hunting because of its high Flee and high ASPD, coupled with the defensive shield skills and heal. It's main attack skill is Holy cross which is also great in PVP because it is a holy prop attack (ignores immune). Some players may want to add VIT for survival and some INT for SP, others may want to add LUK for better chances of Critical.

AGI spear build- This build is like the AGI knight build. It has high Flee and super fast ASPD because of the skill Spear Quicken. This build can be a high STR high damage build or a high LUK high CRIT build. Both are effective at PVM because of high Flee and ASPD. Some players add shield skills to this build just incase they want to use a pike and a shield, while others add Heal to this build to increase their chances of surviving monster mobs.

INT-VIT-DEX GC build - This build has max (99) if not very high INT because it's main attack; Grand Cross, is INT dependent. This build cannot be easily killed in WOE and PVP because of the high HP and DEF and the character's high MDEF. It also has high DEX (at least 75) to reduce the 3 second cast time of GC. Players may choose to add heal or shield skills for this build.

Artwork from Gravity Corp.

THIEF

The excitement of being unseen or grabbing a valuable item from a clueless monster using sleight of hand is a tempting call to some adventurers. There is always something romantic about defying authority and avoiding pursuers and those enchanted with this concept become Thieves.

Starting out hiding from the law can be exciting, especially if you're a Thief. It's all about speed the moment you pick up your first dagger. Thieves live by the concept that it doesn't matter how strong your opponent is as long as they never hit you. To this end, Thieves have made dodging blows into an artform and they are capable of quick strikes with their daggers. If a monster can hit a thief twice as hard, the thief can also hit the monster twice as fast with the Double Attack skill. Monsters will also find it hard to sink their claws into a Thief because of their Improved Dodge skill that lets them avoid attacks much better than anyone else. Those seeking a quick zeny or two can also use Steal to grab items from an unsuspecting monster.

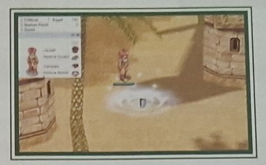
Novices who seek to become Thieves must journey to Morroc and seek out the hidden Thieves' Guild. In their quest to become a Thief, they are forced to become stealthy and cunning to be able to steal enough mushrooms to bring back as proof of their abilities. Those who succeed become Thieves and may can practice to become deadly Assassins or sly Rogues.

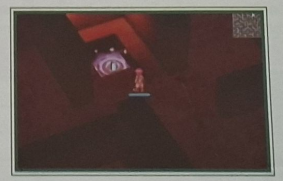
THIEF STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
4	4	2	1	4	3

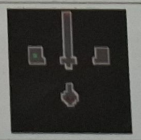
QUEST

Once you've achieved job level 10 as a novice and assigned all your novice skills, grab your gear and head for the Thieves Guild in order to change into the Thief job class. The Thieves Guild can be located in the basement of the Morroc Pyramids. To get to the Morroc Pyramids, start from Morroc and head for the northwest exit [morocc 30 290], that portal will lead you to the Morroc Ruins. Once at the Morroc Ruins head for the northwest part of the map [moc_ruins 60 160] which is the entrance to the Pyramids where the Thieves Guild can be found. Once inside the Pyramids head towards the center of the map [moc_pryd01 90 105], there you will find the entrance to the Thieves Guild.





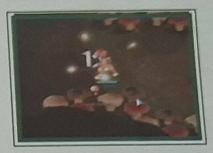
Once inside the Thieves Guild make your way towards to left room and talk to the female NPC [Thief Guide], she will instruct you on what you're supposed to do in order to become a thief.

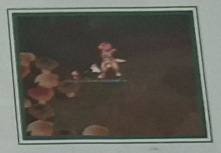
	
Thief Guide	moc_prydb1 45 125

After talking to the [Thief Guide] you will instructed to go back to the Morroc Ruins to look for the [Bogus Man]. He will be the one to lead you into the Mushroom Farm where you are to begin your quest into becomming a Thief.

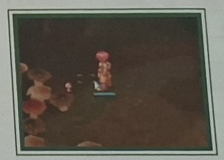
Bogus Man	moc_ruins 140 125

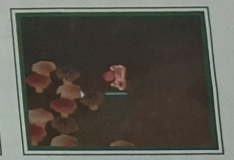
Once inside the Mushroom Farm start hunting for the Thief Mushroom, the monster that will drop the items you'll need to change into the Thief job class.



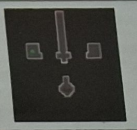


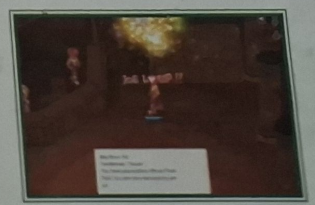
When a Thief Mushroom dies, it will drop either an Orange Gooey Mushroom or an Orange Net Mushroom. The Orange Gooey Mushroom is worth [1 point] and the Orange Net Mushroom is worth [3 points].





Once you've collected [25 points] worth of Mushrooms, head back again for the Thieves Guild and talk to the male NPC [Thief Guild Member]. He will be the once to change you into the Thief job class.

	
Thief Guild Member	moc_prydb1 45 125



Skills

[Passive] Double Attack

Description: A thief makes two quick attacks with a right hand dagger. It will help increase the damage done by the off-hand of the Assassin when using a Katar-type weapon.

Level:	Effect:
Lv. 1	05% Chance / + 02% Off-hand Katar Dmg
Lv. 2	10% Chance / + 04% Off-hand Katar Dmg
Lv. 3	15% Chance / + 06% Off-hand Katar Dmg
Lv. 4	20% Chance / + 08% Off-hand Katar Dmg
Lv. 5	25% Chance / + 10% Off-hand Katar Dmg
Lv. 6	30% Chance / + 12% Off-hand Katar Dmg
Lv. 7	35% Chance / + 14% Off-hand Katar Dmg
Lv. 8	40% Chance / + 16% Off-hand Katar Dmg
Lv. 9	45% Chance / + 18% Off-hand Katar Dmg
Lv. 10	50% Chance / + 20% Off-hand Katar Dmg

[Passive] Improved Dodge

Description: Increased flee rate

Level:	Effect:
Lv. 1	+ 4 Flee
Lv. 2	+ 8 Flee
Lv. 3	+ 12 Flee
Lv. 4	+ 16 Flee
Lv. 5	+ 20 Flee
Lv. 6	+ 24 Flee
Lv. 7	+ 28 Flee
Lv. 8	+ 32 Flee
Lv. 9	+ 36 Flee
Lv. 10	+ 40 Flee

[Offensive] Envenom

Description: This skill allows the Thief to use a Poison Element attack against his enemies. It will enhance his damage and it has a chance to poison his target as well.

Level:	Effect:	SP Cost:
Lv. 1	115% Poison Dmg	12
Lv. 2	130% Poison Dmg	12
Lv. 3	145% Poison Dmg	12
Lv. 4	160% Poison Dmg	12
Lv. 5	175% Poison Dmg	12
Lv. 6	190% Poison Dmg	12
Lv. 7	205% Poison Dmg	12
Lv. 8	220% Poison Dmg	12
Lv. 9	235% Poison Dmg	12
Lv. 10	250% Poison Dmg	12

[Supportive] Detoxify

Description: Detoxify removes poisoned status effect.

Level:	SP Cost:
Lv. 1	10

[Supportive] Hiding

Description: This skill allows the Thief to vanish from sight.

Requirement: Lv. 5 Steal

Note: There are monsters such as MVP, Insect, and Demons which can detect characters using this skill.

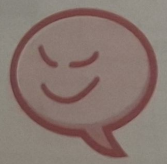
Level:	Effect:	SP Cost:
Lv. 1	Duration +30 Secs	10
Lv. 2	Duration +60 Secs	10
Lv. 3	Duration +90 Secs	10
Lv. 4	Duration +120 Secs	10
Lv. 5	Duration +150 Secs	10
Lv. 6	Duration +180 Secs	10
Lv. 7	Duration +210 Secs	10
Lv. 8	Duration +240 Secs	10
Lv. 9	Duration +270 Secs	10
Lv. 10	Duration +300 Secs	10

[Supportive] Steal

Description: Steal will allow a Thief to grab one item from a non-MVP monster if he is successful. You can only steal from each monster once.

Note: The chance of success is dependent on casters skill level and DEX. Steal does not affect monsters drops

Level:	SP Cost:
Lv. 1	10
Lv. 2	10
Lv. 3	10
Lv. 4	10
Lv. 5	10
Lv. 6	10
Lv. 7	10
Lv. 8	10
Lv. 9	10
Lv. 10	10



Quest Skills

[Offensive] Throw Sand

Description: Earth attack with a 15% chance of casting Blind on the enemy when attacking.

Level:	Casting Time:	SP Cost:
Lv. 1	none	9

Quest NPC:	Location:
Alcouskou	moc_prydb1 157 127

Items Required:

5 Fine Grit

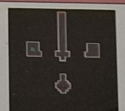
[Offensive] Stone Fling

Description: 7 cell range attack Deals 30 damage which peirces enemy DEF using "Stones" that users creates using the [Find Stone] skill. Also, this skill has a 5% chance to stun the enemy.

Requirement: Lv. 5 Steal

Note: This skill can not be used if the user doesn't have the stones.

Level:	Casting Time:	SP Cost:
Lv. 1	1 sec	2

Quest NPC:	Location:
	
Alcouskou	moc_prydb1 157 127

Items Required:

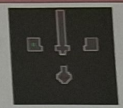
2 Garlet
2 Scell

[Supportive] Back Slide

Description: Instantly moves the user back 5 cells behind from a spot.

Note: The user could be taken damages from attackers while moving.

Level:	Casting Time:	SP Cost:
Lv. 1	none	7

Quest NPC:	Location:
	
Alcouskou	moc_prydb1 157 127

Items Required:

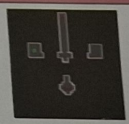
20 Grasshopper's Leg

[Supportive] Find Stone

Description: Finds stones from the ground. (That is, the user creates stones.)

Note: TIf the user's weight is over than 50%, this skill can not be used.

Level:	Casting Time:	SP Cost:
Lv. 1	0.5 sec	2

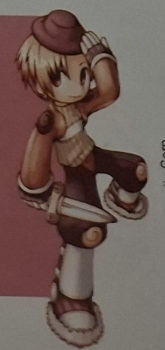
Quest NPC:	Location:
	
Alcouskou	moc_prydb1 157 127

Items Required:

1 Bear's Footskin
Zargon
5 Spawn

"First I was having a conflict between a thief and a swordie kasi sabi nung kaibigan ko swordie yung isa thief. I decided to choose thief because when I think about it if I have high life and I get hit all the time it would be useless, pero pag kahit average lang ang dami ng life mo at ilag ka pa ng ilag di ka na tatamaan. At kahit di ganun kalakasan yung mga tira mo mabilis naman."

- Detecthief, Thief, of Loki



Artwork from Gravity Corp.

ASSASSIN

In a world where darkness lives alongside the light, there are those who embrace the shadows. They grasp the heart of hell itself and turn fear back upon those who would dare use it on the innocents. Perhaps only in a world threatened by great evil can an Assassin be called a hero.

These brave warriors rely on their quickness and their knowledge of stealth to get the upper hand against their enemies. Assassins are often overlooked because they are not as tough as Knights or Crusaders, but few can match their abilities to dodge attacks and to take down heavily armored monsters. Assassins can avoid notice by using their Cloak or Hide skill. Sometimes a skilled Assassin can sneak by entire platoons of castle defenders, or Agit, during sieges, such as the War of Emperium.

Assassins have two different styles of fighting. Most Assassins use katars which enhance their rate of critical hits. Other Assassins painstakingly build up a collection of Combination Daggers and wield two at a time to deal out a great amount of damage to their targets. Either type of Assassin can also use poison skills such as Venom Dust and Enchant Poison.

"Yes, I walk down the same dark path as evil, yet I walk it for a different reason."

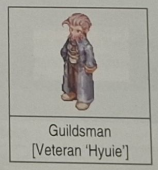
ASSASSIN STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
6	10	2	4	8	0

QUEST

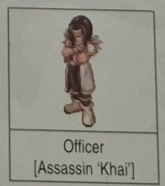
In order to be an Assassin you first have to reach job level 40 as a Thief. Once you've reached job level 40 as a Thief head for Morroc where the quest to being an Assassin begins. From Morroc head south, south, east, and east again. There you'll find yourself at the map [moc_fild16] where the Assassin temple is located. Make your way towards the center of the map [moc_fild16 205 290] to enter the Assassin Temple. Watch out for hidden enemies like Sandmen and Hodes.

Once you'e entered the Assassin temple approach the male NPC Guildsman [Assassin Veteran 'Hyuie'], and tell him you wish to become an Assassin. He'll be the one to warp you to the next room where you'll begin the test into becoming an assassin.



Guildsman
[Veteran 'Hyuie']

After talking to Guildsman [Assassin Veteran 'Hyuie'] you will then be brought to Guild Officer [Assassin 'Khai']. In order to talk to Khai you have to approach him by going around through the back of the pillars. He will ask you why you have come to the Assassin Temple, just reply you came in order to become an Assassin and he'll send you to the next room.



Officer
[Assassin 'Khai']

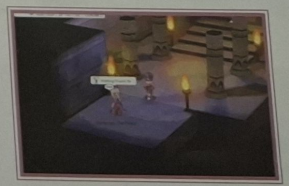
Just before you reach the Female NPC [Varkady] you will be stopped by a mysterious unseen man. In order for you to reach [Varkady] you will first have to pass a test that will be given out by the unseen man. All in all there are 3 sets of 10 questions, however he only uses 1 set. The ansers to all 3 sets are the following:

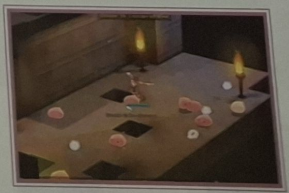
"Righthand Mastery Lv 2"
"Poison"
"Left hand damage increased to 90%"
"Red Gemstone"
"Venom Dust"
"Cloaking"
"When you don't have any Red Gems"
"Elder Wilow"
"0 because it's passive skill"
"Wind Main Gauche"

"Desert Wolf"
"Martin"
"Blacksmith"
"Gladius"
"Water"
"Roda Frog"
"Goblin with Hammer"
"Infiltrator"
"Ghostring"
"Spore"

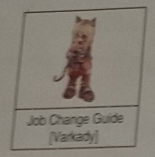
"30"
"Andre"
"Katar and Main Gauche"
"Morroc"
"Whisper Card"
"Excellent Dodging"
"10"
"Helm"
"Orange Net Mushroom"
"Elder Willow Card"

!!NOTE: If your Thief is job level 50, this portion of the Assassin Quest is skipped.!!



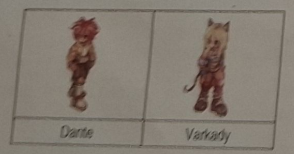


Once you have passed the unseen man's test, talk to Job Change Test Guide [Varkady]. She will instruct you on your next task. After talking to her, enter her chatbox, you will be then warped into a room where you will have to kill 6 monsters named Sample for the Job Chang. Carefull, you have a very short time limit to do this, and you must avoid falling into the pit traps found in the room. Once cleared head for the exit at the southeast corner of the room to proceed to the next test.

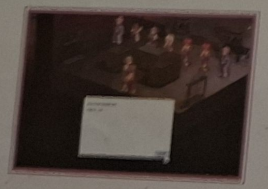


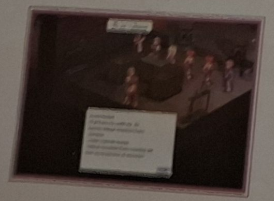
Job Change Guide [Varkady]

After you have finished with Varkady's test you'll have to talk to Dante to begin your next test. Here you'll have to make it from Dante (north part of the room) to Varkady (south part of the room) without dying. Careful though, because the whole room is populated with Mummies and Hydras (high hit rate monsters). Use your high flee, potions and hide skill to reach Varkady. Once you're done, you will be brought to the last and final room of the assassin test.



Dante | Varkady

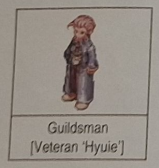




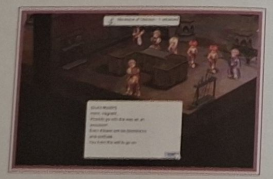
After passing Dante's test you will be brought into the final testing room. You have to reach the Assassin Temple's Guild Master at the lower left corner of the screen. It won't be easy though, as the room is one big invisible maze. Navigate through the invisible maze and reach the Guild Master. Once there, he'll summon all the Assassin Test NPCs and evaluate your performance. He'll ask you a series of questions, after which will give you a Jur and Necklace of Oblivion, then he'll warp you to the last room where you'll change into an Assassin.

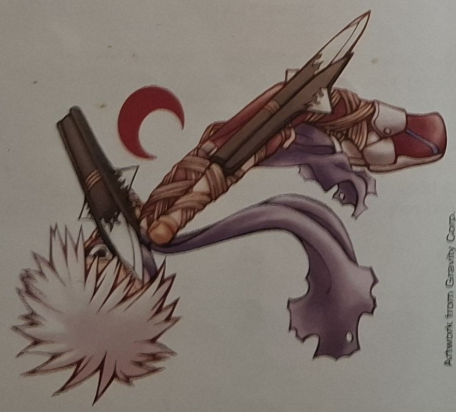
Guild Master

Once you have received the Jur and Necklace of Oblivion from the Assassin temple's Guild Master, talk to Guildsman [Veteran Assassin 'Hyuie']. Congratulations! You are now an Assassin. "Enjoy your new life of darkness and shadow."



Guildsman [Veteran 'Hyuie']





Artwork from Gravity Corp.

Skills

[Passive] Left Hand Mastery

Description: An Assassin can learn to wield weapons his left hand, making him more dangerous when equipped with the proper weapons. This skill will enhance the damage that Assassins deal with their left-hand weapon.

Requirement: None

Level:	Effect:
Lv. 1	40% Damage
Lv. 2	50% Damage
Lv. 3	60% Damage
Lv. 4	70% Damage
Lv. 5	80% Damage

[Passive] Right Hand Mastery

Description: Assassins can specialize in the art of Dual Weapons. This skill will allow Assassins to deal out damage properly with weapons held in their right hand if they chose to wield two weapons at once.

Requirement: None

Level:	Effect:
Lv. 1	60% Damage
Lv. 2	70% Damage
Lv. 3	80% Damage
Lv. 4	90% Damage
Lv. 5	100% Damage

[Passive] Katar Mastery

Description: Assassins gain mastery over the deadly Katar-type weapon. This skill will enhance the damage they deal out using Katars

Requirement: None

Level:	Effect:
Lv. 1	+ 03 Attack
Lv. 2	+ 06 Attack
Lv. 3	+ 09 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

[Offensive] Grimtooth

Description: Striking from the shadows, Assassins can use the Grimtooth skill to slay their enemies without giving them a chance to fight back. That is, assuming those enemies have no way of detecting where the Assassin is.

Requirement: Lv. 2 Cloaking / Lv. 5 Sonic Blow

Note: Requires user to be hidden first.

Level:	Effect:	SP Cost:
Lv. 1	3 Tiles	2
Lv. 2	4 Tiles	2
Lv. 3	5 Tiles	2
Lv. 4	6 Tiles	2
Lv. 5	7 Tiles	2

[Offensive] Sonic Blow

Description: Assassins are capable of stringing together attacks at such great speeds that it can sometimes leave their opponents stunned. Sonic Blow is a skill that consists of a flurry of attacks and it can easily leave an opponent devastated when used by a strong Assassin.

Requirement: None

Note: Despite all the effects, 1 sonic blow counts as only 1 Hit

Level:	Effect:	SP Cost:
Lv. 1	350% Damage / 12% Stun Rate	16
Lv. 2	400% Damage / 14% Stun Rate	18
Lv. 3	450% Damage / 16% Stun Rate	20
Lv. 4	500% Damage / 18% Stun Rate	22
Lv. 5	550% Damage / 20% Stun Rate	24
Lv. 6	600% Damage / 22% Stun Rate	26
Lv. 7	650% Damage / 24% Stun Rate	28
Lv. 8	700% Damage / 26% Stun Rate	30
Lv. 9	750% Damage / 28% Stun Rate	32
Lv. 10	800% Damage / 30% Stun Rate	34

"I love this job because it is fast-attacking and it has good tactics in battle. Like Sonic Blow, it is very fast, so the monster will die quickly as the character hits the enemy."

- Amiel Christian A. Calderon, Assassin, of Chaos

Artwork from Gravity Corp.

"Favorite ko ang mga Assassin dahil sa ASPD, crits at porma nila... Madaming mang nagsasabi na di daw masyado malakas Assassin s PVP, ok lang sa akin kasi pag dating sa emp-breaking, dun makikita ang lakas ng mga Assassin... Basta kahit anong mangyari, Assassin pa rin ako..."

- CRIMSON_DEATH, ASSASSIN, OF LOKI

[Supportive] Cloaking

Description: Assassins can gain the skill to do more than just hiding in place. With the Cloaking skill, they can move unseen, and move even faster along walls. They cannot attack or use skills whilte using Cloaking and they will be revealed if they try to use such an attack.

Requirement: Hiding Lv2(Thief)

Note: When SP runs out, it will be canceled. Cloaking Lv. 3 is required to cloak off the walls.

Level:	SP Cost:
Lv. 1	SP -15 4 Secs/1SP
Lv. 2	SP -15 5 Secs/1SP
Lv. 3	SP -15 6 Secs/1SP
Lv. 4	SP -15 7 Secs/1SP
Lv. 5	SP -15 8 Secs/1SP
Lv. 6	SP -15 9 Secs/1SP
Lv. 7	SP -15 10 Secs/1SP
Lv. 8	SP -15 11 Secs/1SP
Lv. 9	SP -15 12 Secs/1SP
Lv. 10	SP -15 13 Secs/1SP

[Supportive] Enchant Poison

Description: Assassins grow more adept with poisons as they progress in their chosen profession. Enchant Poison lets them lace their weapon or a weapon of their ally so that it gains the Poison Element as well as gaining a chance to poison all those who are hit by that weapon.

Requirement: Lv. 1 Envenom

Note: Useful against Ghost element monsters.

Level:	Effect:	SP Cost:
Lv. 1	30 Seconds / 3% Chance	20
Lv. 2	45 Seconds / 3% Chance	20
Lv. 3	60 Seconds / 4% Chance	20
Lv. 4	75 Seconds / 4% Chance	20
Lv. 5	90 Seconds / 5% Chance	20
Lv. 6	105 Seconds / 5% Chance	20
Lv. 7	120 Seconds / 6% Chance	20
Lv. 8	135 Seconds / 6% Chance	20
Lv. 9	150 Seconds / 7% Chance	20
Lv. 10	165 Seconds / 7% Chance	20

[Suppportive] Poison React

Description: Aside from Detoxify, Assassins also gain another skill to defend themselves from Poison Element attacks as well as creatures that are of the Poison Element. Poison React will deal out damage if such an attack is attempted against the Assassin and it also has a chance of poisoning the attacker.

Requirement: Lv. 3 Enchant Poison

Level:	Effect:	SP Cost:
Lv. 1	30 Seconds / 3% Poison Rate	20
Lv. 2	45 Seconds / 3% Poison Rate	20
Lv. 3	60 Seconds / 4% Poison Rate	20
Lv. 4	75 Seconds / 4% Poison Rate	20
Lv. 5	90 Seconds / 5% Poison Rate	20
Lv. 6	105 Seconds / 5% Poison Rate	20
Lv. 7	120 Seconds / 6% Poison Rate	20
Lv. 8	135 Seconds / 6% Poison Rate	20
Lv. 9	150 Seconds / 7% Poison Rate	20
Lv. 10	165 Seconds / 7% Poison Rate	20

[Supportive] Venom Dust

Description: The Assassin can cast a cloud of poisonous dust into an area and any creature that enters it will automatically be poisoned. The higher level the skill, the longer Venom Dust will last. Requires 1 Red Gemstone.

Requirement: Lv. 5 Enchant Poison

Note: All non-boss enemies that touch the sphere are poisoned. Success rate of the poisoning is 100%

Level:	Effect:	SP Cost:
Lv. 1	5 Seconds	20
Lv. 2	10 Seconds	20
Lv. 3	15 Seconds	20
Lv. 4	20 Seconds	20
Lv. 5	25 Seconds	20
Lv. 6	30 Seconds	20
Lv. 7	35 Seconds	20
Lv. 8	40 Seconds	20
Lv. 9	45 Seconds	20
Lv. 10	50 Seconds	20

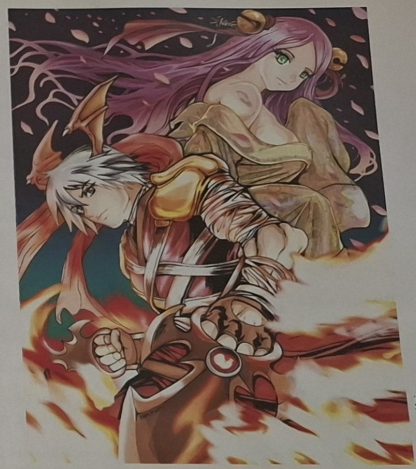
[Supportive] Venom Splasher

Description: When an opponent is injured below 2/3 its maximum hp and is poisoned, the Assassin can use the Venom Splasher skill to plant a deadly poison inside it. After a given amount of time, the poison will explode, injuring the target and all those around it.

Requirement: Lv. 5 Poison React / Lv. 5 Venom Dust

Note: This skill has a 1 second casting time and it can be cancelled if the Assassin is hit during its casting. Using a Phen card will prevent Venom Splasher from being cancelled by an attack. Damage is dependent on the Assassin's base Atk.

Level:	Effect:	SP Cost:
Lv. 1	220% Attack	33
Lv. 2	240% Attack	36
Lv. 3	260% Attack	39
Lv. 4	280% Attack	42
Lv. 5	300% Attack	45
Lv. 6	320% Attack	48
Lv. 7	340% Attack	51
Lv. 8	360% Attack	54
Lv. 9	380% Attack	57
Lv. 10	400% Attack	60



Artwork by Kei

BUILDS

Natural Critical Assassin

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	98	6	6	110	
Agi	69	10	2	81	
Vit	1	2		3	
Int	1	4		5	
Dex	12	8		20	
Luk	64		6	70	

Equipment	Type
Head (Upper)	Angel Helm
Head (Mid)	Devil Ears
Head (Lower)	
Armor	Thief Clothes [Picky Card]
Garment	Manteau [Whisper Card]
Shoes	Boots [Matyr Card]
Right Hand	Jur-type weapon
Left Hand	Jur-type weapon
AccessoryA	Ring [Kobold Card]
AccessoryB	Ring [Kobold Card]

Skill Name	Level
Double Attack	10
Improve Dodge	10
Hide	8
Envenom	10
Steal	10
Detoxify	1
Katar Mastery	10
Cloak	10
Sonic Blow	10
Grimtooth	5
Enchant Poison	9
Venom Dust	5
Remaining Skill Points	0

Assassin

By "Jessica", Assassin, Level 95/50, of Fenrir

Assassins in RO are perhaps one of the most underrated classes in the game. Most of the existing s
are perhaps only awaiting rebirth, where the transcendent version of the Assassin (popularly called "Sin
becomes one of the most feared classes in the game. But why are Sins looked down on?

This is because in PvP, the intention is to survive, and to survive in PvP, you must kill. Although Assassi
can pierce through defenses and can deal significant damage in seconds, to do so they often sacrifice
things:

- Defensive equipment - they can't use Cranial Bucklers if they're using katars, which uses both hands
- VIT - in their quest for dealing high damage in a short period, they prioritize offensive stats, leaving VIT
a relatively low level. This is dangerous, as it leaves you vulnerable whenever your opponent has high
rate – or worse, if you're stunned.

This means they are usually finished off long before they can get close.

So how do you solve this? Simple: Better equipment and stats, and superior tactics.

- Always remember: Assassins can also equip a Cranial Buckler, so make use of that. Then switch to you
katar ONLY after you get to point-blank range.
- PvP needs more than just 1+2 VIT. Take at least 28+2 VIT up to 48+2 VIT.
- Stealth is your ally: Assassins were given Cloaking and Hide for a reason. Use these two skills whenever
possible.
- Find your opponent's weakness: use status ailments (Stun, Sleep, Poison, Freeze, etc.) whenever possible.
Also, make sure that when you do kill an opponent, nobody is there to help them.
- The faster you kill your opponent, the better.

The best way to kill: One shot, one kill, then walk away.

Assassin: Dagger Type

By Niruida, Assassin, Level 97/50, of Chaos

Assassin Tips (Dagger Assasins)

The Double Dagger Assassin, or also known as "DD Assassin", are not so common nowadays with PvP
and WoE being determining factors of one's strength. Dagger Assassin are usually found bringing down
monsters with relative ease. Dagger assassins have the unique ability of wielding two weapons at the same
time, giving the assassin immense attack strength. What this type of Sin lacks in speed, he makes up in
power.

- Strength over Agility
Dagger Assassins don't need to attack fast, they need to hit hard. Agility is only needed for flee rate and
nothing more. Strength is much more important for a Daggersin. And always plan your build ahead so to
take advantage of those strength bonuses so not to waste valuable stat points.

- Dexterity is Power
A good Daggersin never neglects Dexterity. Unlike its critical-dealing counterparts, DD assassins need
a good amount of Dexterity to function properly. You can't kill your opponents if you don't hit them.
Dexterity also raises minimum damage so you'll be dealing constant 4-digit damage.

- Don't be afraid to spend
A Daggersin's weapon set are not cheap. At first, it may be a bit hard to spend a lot of zenny on a single
dagger, but you'll see the difference once you start to whack it on a monster. Hybrid daggers (racial
– elemental) are more costly but more effective rather than a quad dagger.

- Double Wielding
Many amateur Dagger assassins commit mistakes in double-wielding. Always remember that the left
hand can't become elemental, only the right hand can. Another thing to keep in mind is that all damage-
modifying cards on the left hand are regarded as part of the right hand. For example, Having a Fire
Damascus on the right and a Quad Saharic on the left is equated to a Quad Saharic Fire Damascus.

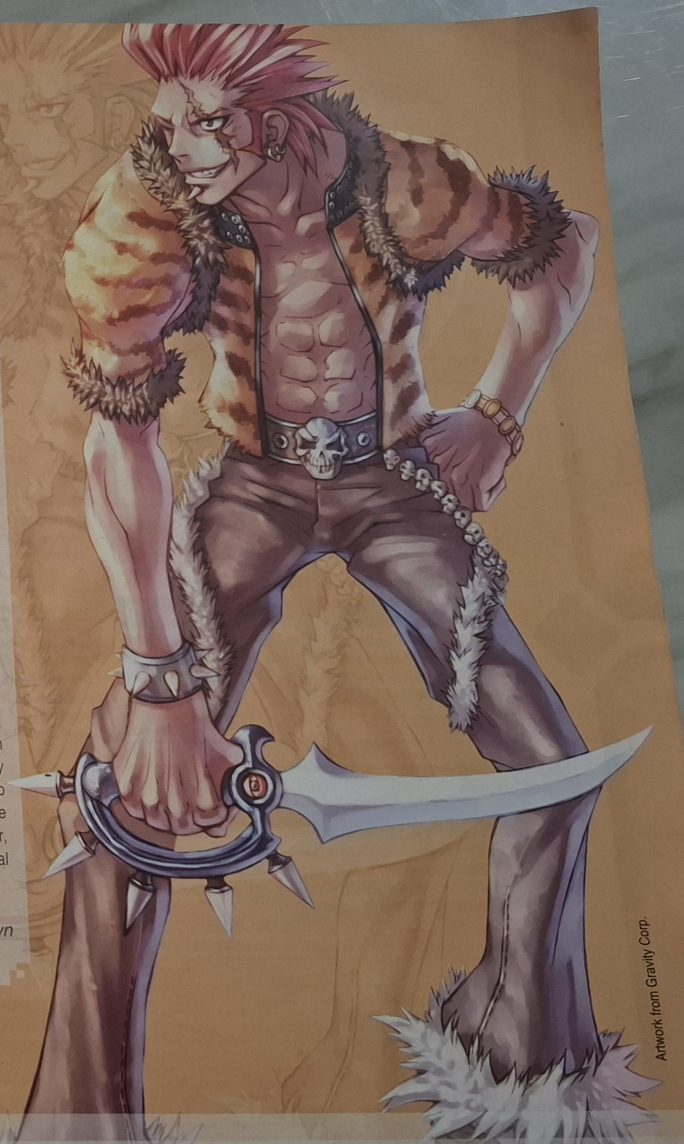
Rogue

The harsh realities of life have honed different kinds of survivor. While Hunters roam the forests and live off the land, Rogues dwell in cities and are adept at surviving in the urban jungle. Aside from a Merchant, there are few others more materialistic than Rogues. They've honed stealing into an art that they can execute effortlessly. Both monster and human can never be too sure about their safety or their zeny when Rogues are nearby.

True to their title, Rogues are the embodiment of the stereotypical bad guy. Fortunately, most Rogues are still on the side of humanity, mainly for the sake of their own survival, and not out of any noble cause. They still wouldn't hesitate to mug strangers or to grab zeny from an unsuspecting Merchant. Rogues are excellent pickpockets and they can rob almost any monster blind. They can automatically grab items from monsters each time they attack or they can even find zeny that monsters have hidden nearby. They can also imitate skills from others such as Firewall or Mammonite.

Rogues prefer the use of daggers and bows, though they can also wield one-handed swords. They have some skills that Archers are adept at. Rogues are best known for their ability to disarm their opponents. With the use of sneaky, dirty tactics, they can unclasp an opponent's armor, flip a helm off their heads, or even make someone lose their weapon and shield for a short time. However, the Strip skills of Rogues require a lot of manual dexterity to pull off.

How far would you go for your own survival?"



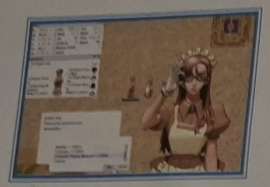
Artwork from Gravity Corp.

Rogue Stat Bonus (Job Lv. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
6	7	5	4	7	0

QUEST

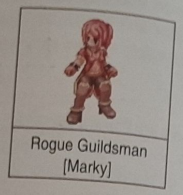
Once you have reached Job level 40 as a Thief and decided on being a Rogue, head to Morocc and talk to the Kafra [morocc 156 95] at the center. Have her warp you to Comodo Pharos Beacon. Once at Pharos Beacon, head a little south of the first bridge towards the Rogues Guild [cmd_fild07 195 115].



Once inside the Rogues Guild, head for the 2nd basement and talk to the Female NPC Rogue Guildsman [Marky]. She'll administer a short test, answer correctly and you'll be done tih the first part of the Rogue test. Marky has 3 sets of 10 questions, she'll only use 1 of the 3 sets. The answers to the questions are the ff:

"Hiding"
"1 %"
"Stealing zeny from a monster"
"3 rogues"
"Strip Shield"
"Tunnel Drive"
"Mummy card"
"Elder wilow"
"It's 0 because it's a passive skill"
"Wind main gauche"

"Kobold"
"Hornet"
"alchemist"
"Katar"
"Earth"
"Creamy"
"Goblin with a hammer"
"Alberta"
"Blue plant"
"Familiar"
"30"
"Argos"
"Beacon Island,Pharos"
"Morroc"
"Mummy Card"
"Extraordinary wiliness"
"40"
"Prontera, Southwest building"
"Orange Net Mushroom"
"Elder wilow card"



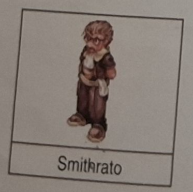
After you have passed Marky's test head back up to the upper basement and talk to Smithrato. The 2nd part of the test will be to fetch/acquire items asked of you by Smithrato. Once you have the items bring them back to Smithrato to proceed to the next part of the Rogue test. The items which Smithrato will be asking from you will be any 1 of the 4 sets listed below:

5 Red Herbs, 5 Fluff, 5 Clover, 5 Iron Ores, 5 Empty Bottles, 5 Chrysalis, 5 Spawn, 5 Tooth of Bat, 5 Feather of Birds, 5 Talons, 5 Monster Feeds, 5 Animal Skin, 5 Stone Hearts, 5 Scorpion Tails, 5 Yoyo Tails, 5 Yellow Gemstones, and 10 Raccoon Leaf

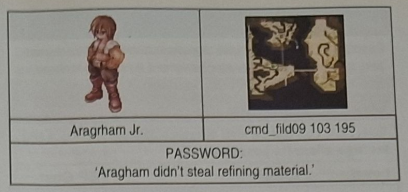
10,000 Zeny, 10 Yellow Herbs, 10 Shell, 10 Grasshopper's Leg, 10 Bear's Foot, 10 Garlet, 10 Snake scales, 10 Green herb, and 10 Crab shell

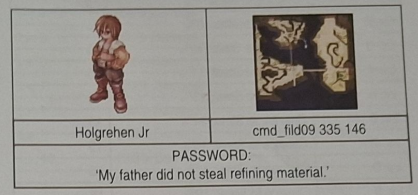
10,000 zeny, 10 Skel Bone, 10 Decayed Nail, 10 Horrendous Mouth, and 6 Blue Herbs

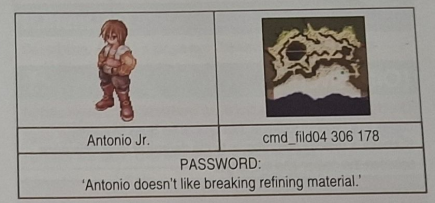
10 Garlet, 10 Snake scales, 10 Green herb, and 10 Crab shell



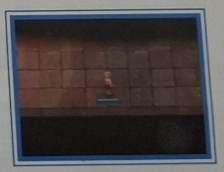
Once you have given Smithrato the items he requires, he will tell you about the other members of the Rogue Guild. Smithrato will givce you the name of the NPC and the password to his place in order to proceed to the final part of the Rogue test.



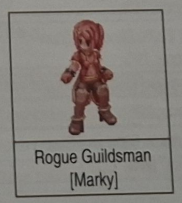




Once you have given them the proper password, you will be given access to an underground tunnel. Your final test is to navigate this underground maze and find the exit. Be very, very, very careful! This maze is populated with Khalitzburgs, Ghouls, Zombies, and even Abyssmal Knights. Bring good defensive gear, potions, and make good use fo your Backslides and you should finish this test in no time.



After navigating the dangerous maze you will surface back within the Rogue Guild. Talk to Marky to complete the test. Congratulations! You are now a Rogue.



SKILLS

[Passive] Compulsion Discount

Description: Buy items from NPC shops at lower price. Allows its user to buy items at 1 % lower price than Discount, the merchant skill when mastered.

Requirement: Lv. 1 Gangster Paradise

Level:	Effect:
Lv. 1	Discount: 9%
Lv. 2	Discount: 13%
Lv. 3	Discount: 17%
Lv. 4	Discount: 21%
Lv. 5	Discount: 25%

[Passive] Tunnel Drive

Description: Allows its user to move slowly while hiding.

Requirement: Lv. 1 Hide

Note: Movement rate increases with skill level.

Level:	Effect:
Lv. 1 - Lv.5	Increases Tunnel Drive movement rate

[Passive] Gangster Paradise

Description: When more than 2 rogues sit beside each other, monsters will not attack them. Not usable on boss, insect, demon monsters. Usable in PVP vs physical attacks but not skills.

Requirement: Lv. 3 Strip Shield

Level:	Effect:
Lv. 1	n/a

[Passive] Plagiarize

Description: Use the last skill that dealt damage to you from an enemy. Skill level affects the level of skill the caster can remember. (Only Attack skills can be memorized)

Requirement: Lv. 5 Intimidate

Note: You cannot memorize monster only skills.

Level:	Effect:
Lv. 1	Maximum Skill Level Copied: 1
Lv. 2	Maximum Skill Level Copied: 2
Lv. 3	Maximum Skill Level Copied: 3
Lv. 4	Maximum Skill Level Copied: 4
Lv. 5	Maximum Skill Level Copied: 5
Lv. 6	Maximum Skill Level Copied: 6
Lv. 7	Maximum Skill Level Copied: 7
Lv. 8	Maximum Skill Level Copied: 8
Lv. 9	Maximum Skill Level Copied: 9
Lv. 10	Maximum Skill Level Copied: 10

[Passive] Vulture's Eye

Description: Vulture's Eye increases a Bow's effective attack range and also boosts your accuracy rate.

Level:	Effect:
Lv. 1	Range and HIT + 1
Lv. 2	Range and HIT + 2
Lv. 3	Range and HIT + 3
Lv. 4	Range and HIT + 4
Lv. 5	Range and HIT + 5
Lv. 6	Range and HIT + 6
Lv. 7	Range and HIT + 7
Lv. 8	Range and HIT + 8
Lv. 9	Range and HIT + 9
Lv. 10	Range and HIT + 10

[Passive] Sword Mastery

Description: Increase One-Handed Sword Damage.

Level:	Effect:
Lv. 1	Sword Damage + 4
Lv. 2	Sword Damage + 8
Lv. 3	Sword Damage + 12
Lv. 4	Sword Damage + 16
Lv. 5	Sword Damage + 20
Lv. 6	Sword Damage + 24
Lv. 7	Sword Damage + 28
Lv. 8	Sword Damage + 32
Lv. 9	Sword Damage + 36
Lv. 10	Sword Damage + 40

[Passive] Snatcher

Description: Gives a chance to automatically cast the steal skill while fighting. Skill level of Steal and Snatcher affect on the chance of stealing items from monsters.

Requirement: Lv. 1 Steal

Level:	Effect:
Lv. 1	Chance to Snatch: 7%
Lv. 2	Chance to Snatch: 8%
Lv. 3	Chance to Snatch: 10%
Lv. 4	Chance to Snatch: 11%
Lv. 5	Chance to Snatch: 13%
Lv. 6	Chance to Snatch: 14%
Lv. 7	Chance to Snatch: 16%
Lv. 8	Chance to Snatch: 17%
Lv. 9	Chance to Snatch: 19%
Lv. 10	Chance to Snatch: 20%

[Passive] Steal Coin

Description: Extorts zeny from monsters. Allows the user to steal zeny only once from a monster, however it is possible to steal zeny from monsters that the user stole items from before.

Requirement: Lv. 4 Snatcher

Note: DEX, LUK and the level difference between the Rogue and the target affects the success chance.

Level:	Effect:	SP Cost:
Lv. 1	Chance to Steal: 7%	15
Lv. 2	Chance to Steal: 8%	15
Lv. 3	Chance to Steal: 10%	15
Lv. 4	Chance to Steal: 11%	15
Lv. 5	Chance to Steal: 13%	15
Lv. 6	Chance to Steal: 14%	15
Lv. 7	Chance to Steal: 16%	15
Lv. 8	Chance to Steal: 17%	15
Lv. 9	Chance to Steal: 19%	15
Lv. 10	Chance to Steal: 20%	15

[Offensive] Intimidate

Description: Damages the target and warps both the target and caster to a random location. Not usable on Boss Monsters. Success is directly proportional to the degree of level difference between the caster and the target.

Requirement: Lv. 5 Raid / Lv. 4 Backstab

Note: Some maps don't allow this skill work.

Level:	Effect:	SP Cost:
Lv. 1	ATK 130%	13
Lv. 2	ATK 160%	16
Lv. 3	ATK 190%	19
Lv. 4	ATK 220%	21
Lv. 5	ATK 250%	24

[Offensive] Raid

Description: Only usable while hiding. Does splash attack within 3*3 cells around the caster. The targets within this area will have a chance to be stunned or blinded at the same time. When used, this skill cancels hiding status immediately.

Requirement: Lv. 2 Tunnel Drive / Lv. 2 Backstab

Level:	Effect:	SP Cost:
Lv. 1	ATK 140% Blind and Stun Chance: 13%	20
Lv. 2	ATK 180% Blind and Stun Chance: 16%	20
Lv. 3	ATK 220% Blind and Stun Chance: 19%	20
Lv. 4	ATK 260% Blind and Stun Chance: 22%	20
Lv. 5	ATK 300% Blind and Stun Chance: 25%	20

[Offensive] Double Strafe

Description: Forced to learn ranged attacks to survive, Rogues are capable of firing off two shots in quick succession.

Requirement: Lv. 10 Vulture's Eye

Level:	Effect:	SP Cost:
Lv. 1	200% Damage	12
Lv. 2	220% Damage	12
Lv. 3	240% Damage	12
Lv. 4	260% Damage	12
Lv. 5	280% Damage	12
Lv. 6	300% Damage	12
Lv. 7	320% Damage	12
Lv. 8	340% Damage	12
Lv. 9	360% Damage	12
Lv. 10	380% Damage	12

[Offensive] Backstab

Description: Attacks a target from behind. The Target cannot avoid this attack since it's a surpise attack. This skill can be used while hiding. Target auto-faces Rogue.

Requirement: Lv. 4 Snatcher / Lv. 4 Steal Coin

Note: Backstab can be spammed. A target is considered to have his back still faced until it moves to a different cell.

Level:	Effect:	SP Cost:
Lv. 1	340% of ATK	16
Lv. 2	380% of ATK	16
Lv. 3	420% of ATK	16
Lv. 4	460% of ATK	16
Lv. 5	500% of ATK	16
Lv. 6	540% of ATK	16
Lv. 7	580% of ATK	16
Lv. 8	620% of ATK	16
Lv. 9	660% of ATK	16
Lv. 10	700% of ATK	16

[Supportive] Strip Helm

Description: Forcibly strip the helmet off a target. While used in PvP, the target cannot re-equip the helmet for period of time. For monsters, this skill decreases DEF of a monster by 10% for a short amount of time.

Requirement: Lv. 4 Steal Coin / Lv. 4 Snatcher

Note: DEX difference between the caster and the target affects on the success chance.

Level:	Effect:	SP Cost:
Lv. 1	Base chance: 7% SP Required: 17	17
Lv. 2	Base chance: 9% SP Required: 19	19
Lv. 3	Base chance: 11% SP Required: 21	21
Lv. 4	Base chance: 13% SP Required: 23	23
Lv. 5	Base chance: 15% SP Required: 25	25

[Supportive] Strip Armor

Description: Forcibly strip the armor off a target. While used in PvP, the target cannot re-equip the armor for period of time. For monsters, this skill decreases DEF of a monster by 10% for a short amount of time.

Requirement: Lv. 5 Strip Shield

Note: DEX difference between the caster and the target affects on the success chance.

Level:	Effect:	SP Cost:
Lv. 1	Base chance: 7% SP Required: 17	17
Lv. 2	Base chance: 9% SP Required: 19	19
Lv. 3	Base chance: 11% SP Required: 21	21
Lv. 4	Base chance: 13% SP Required: 23	23
Lv. 5	Base chance: 15% SP Required: 25	25

[Supportive] Strip Weapon

Description: Forcibly strip the weapon off a target. While used in PvP, the target cannot re-equip the weapon for period of time. For monsters, this skill decreases ATK of a monster by 10% for a short amount of time.

Requirement: Lv. 5 Strip Armor

Note: DEX difference between the caster and the target affects on the success chance.

Level:	Effect:	SP Cost:
Lv. 1	Base chance: 7% SP Required: 17	17
Lv. 2	Base chance: 9% SP Required: 19	19
Lv. 3	Base chance: 11% SP Required: 21	21
Lv. 4	Base chance: 13% SP Required: 23	23
Lv. 5	Base chance: 15% SP Required: 25	25

Artwork from Gravity Corp.

[Supportive] Cleaner

Description: Remove graffiti from a guild flag. Requires 1 Wet Duster.

Requirement: Lv. 1 Gangster Paradise

Level:	SP Cost:
Lv. 1	5

[Supportive] Remove Trap

Description: This skill allows a Rogue to disarm a trap so that he can reuse it later on.

Requirement: Lv. 10 Double Strafe

Level:	SP Cost:
Lv. 1	5

[Supportive] Flag Graffiti

Description: Scribble a random design on your Guild Flag instead of the Guild Emblem. Requires 1 Small Paint Brush (Not yet implemented)

Requirement: Lv. 1 Cleaner

Level:	Effect:	
Lv. 1 - Lv.5	Increases the number of available flag graffiti	10

[Supportive] Strip Shield

Description: Forcibly strip the shield off a target. While used on PvP, the target cannot re-equip the shield for period of time. On monsters, this skill decreases DEF of a monster by 10% for a short amount of time.

Requirement: Lv. 5 Strip Helm

Note: DEX difference between the caster and the target affects the success chance.

Level:	Effect:	SP Cost:
Lv. 1	Base chance: 7% SP Required: 17	17
Lv. 2	Base chance: 9% SP Required: 19	19
Lv. 3	Base chance: 11% SP Required: 21	21
Lv. 4	Base chance: 13% SP Required: 23	23
Lv. 5	Base chance: 15% SP Required: 25	25

[Supportive] Graffiti

Description: Paint graffiti in a 5 by 5 cell area around a chosen spot within a limit of 20 characters. Requires 1 Red Gemstone.

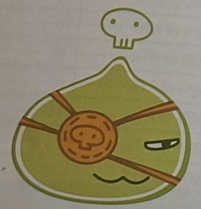
Requirement: Lv. 5 Flag Graffiti

Level:	SP Cost:
Lv. 1	15

Builds

Stripper Rogue

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	1	7		8	
Agi	51	9		60	
Vit	75	5		80	
Int	26	4		30	
Dex	98	22		120	
Luk	1			1	



Equipment	Type
Head (Upper)	Poo poo Hat / Apple O' Archer
Head (Mid)	Evil Wing Ears
Head (Lower)	
Armor	Chain Mail (Marc)
Garment	Manteau (Raydric)
Shoes	Boots (Matyr)
Right Hand	Main Gauche (Dropsx4)
Left Hand	Buckler (Thara Frog)
AccessoryA	Glove (Zerom)
AccessoryB	Glove (Zerom)

Skill Name	Level
Double Attack	10
Improve Dodge	10
Strip Helm	5
Strip Armor	5
Strip Shield	5
Strip Weapon	5
Vulture's Eye	10
Double Strafe	10
Remove Trap	1
Remaining Skill Points	0

Rogues

By Ralph Vinci, Rogue, Thundercats' Guild of Chaos

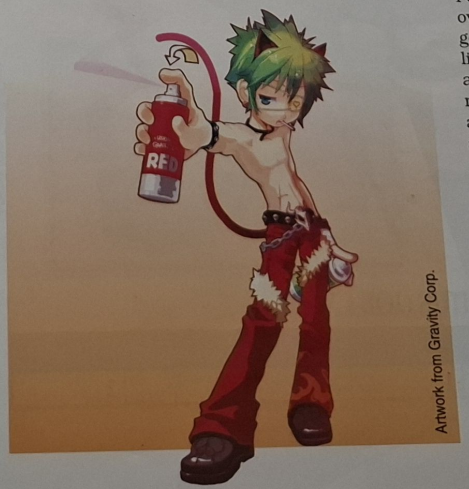
I really came from the Iris server but I decided to transfer to Chaos because all of my friends were there, since I still have nothing to lose since I was just Level 4 that time.

What I am going to share with you guys is about the dirtiest player in Midgard: the Rogue.

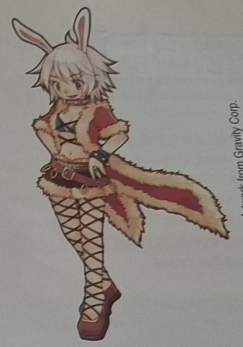
Rogues belong to the Thief class. Having maximum level of Improve Dodge and Double attack is recommended since they are the most useful skills of Thief. Steal, Envenom, and Hiding are really important too, but it's up to you if you are going to max out those. The builds of your stats depends on what kind of Rogue you want to be. You can choose from either the Stripper/Bow Rogue or the Stealer/Dagger Rogue. The Stripper Rogue concentrates in Dexterity and in Agility, dealing large amount of damage and almost never missing, as well as Stripping the equipments of opponents. These are the secrets of a Bow Rogue.

Bow Rogues are useful not just in PvP or WoE but of course in hunting boss monsters. Compared to a Dagger Rogue, a Bow Rogue can deal large amount of damage by using Double Strafe on a monster while a Dagger Rogue still has to come near to the monster to defeat it.

Let's now move on to Dagger Rogue. The Dagger, or the Stealer, Rogue concentrates on Agility and Stength. Dagger Rogues can be very useful when you want to gain easy zeny. And stealing from a monster doesn't affect the monster's ordinary drops. I hope this tips will help others who are still confused about Bow Rogue and Dagger Rogue. But always remember that any job (not just Rogue but other jobs too) that you choose, always remember to be friendly.



Artwork from Gravity Corp.



Artwork from Gravity Corp.

Dagger Rogues

By PUFPUF, Rogue, Level 59/29, of Iris

The rogue is one of the strongest classes in Philippine Ragnarok Online.

Rogues can easily escape from monsters that are harmful. They use Hide in tandem with the passive skill, Tunnel Drive, when they encounter a non-demon, insect, or boss monster.

Here's a tip if you're up against baddies and you're all out of Fly Wings: use Backslide until you are out of the range of the monster.

If you are very confident and you want to kill something that is strong, use this tactic: choose either Hide then Backstab, or Hide and then Double Strafe. Bring a lot of items that regain your SP because when you run out of SP, you will die. If you happen to bring along some Fly Wings with you, use them to escape.

For Rogues who want to go the PvP way, I suggest over-upgraded Hydra-compounded weapons. Also get hard thieves' clothes to increase HP in order to live longer. A +5 and above Triple Bloody Gladius or a +5 and above Double Bloody Damascus is most recommended. In PvM you should get these items as soon as you can: Green/Fledged Shoes/Boots, any elemental weapon (but only buy this when you are fighting monsters that are not easy to kill with ordinary weapons), a Gladius or a Damascus compounded with cards and are upgraded, any top and middle headgear that adds either AGI or STR, and a Pipe or Romantic Flower or Romantic Leaf, any armor that adds to your Agility or Strength, Mantis Clip/Brooch/Belt or Kukre Clip/Brooch/Belt, Yoyo Clip/Brooch/Belt, and never forget the Mocking Muffler or Hood.

For leveling, it's good to train in Glast Heim, Toy Factory, Sphinx, Orc Dungeon, and High Orcs. Just make sure you have the right equipment!

ARCHER

There are those who grow up with a fascination for precision and a need to find a ready target. Most of them find themselves holding a bow in their hands with an arrow nocked and always ready. Even in the chaos of the hunt or in the heat of battle, striking their target dead center is the only thing that matters to a true Archer.

The thrill of hitting a marked target is what an Archer lives for. They live to use the bow and arrow and they pride themselves in their skill. They can use more powerful bows and combine them with elemental arrows as they grow stronger. They can even craft their own arrows from what they gather from their kills. Archers quickly learn the real tricks of the trade. Double Strafe allows them to fire two arrows at once at the same target and they can even fire off a hail of arrows to saturate an entire area using the Arrow Shower skill. Archers can be one of the swiftest monster slayers that any adventuring party can acquire so it can never hurt if a good Archer tags along for the journey.

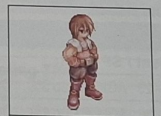
Archers possess a sense of survival and self-sufficiency. When a Novice first applies to become an Archer in Payon, they are asked to gather materials to craft their own bows and arrows. Those who succeed in becoming Archers can then aspire to become great Hunters, musical Bards (male), or lovely Dancers (female).

ARCHER STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
3	3	1	2	7	2

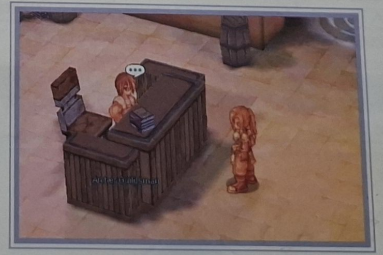
QUEST

Once you reach Job Lv 10 as a Novice, go inside the Archer Guild Building (pay_arche 144 164) to start your application for the Archer job.



Archer Guildsman
(payon_in02 64 71)

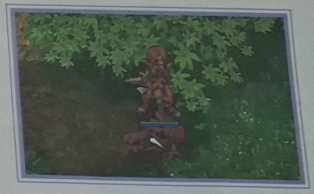
Talk to the Archer Guildsman and tell him that "I want to be an Archer". If asked if you want to be an archer, answer "Apply". As a test, he will ask you for a number of trunks, which will be used to make your first bow.



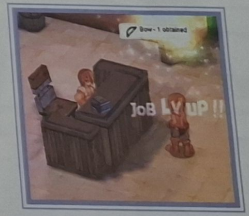
You can get the trunks from the monster Willow, which can be found on the map south of Payon. The different kinds of trunks have different point values for this test.

Fine-Grained Trunk	5 pts.
Solid Trunk	3 pts.
Barren Trunk	2 pts.
Trunk	1 pt.

You need at least 40 points worth of trunks for the Archer test.



Once you have the neccesary number of trunks, go back to the Archer Guildsman. He will now appraise the value of the trunks you gave him. If you have at least 40 points worth of trunks you will be become an Archer. You will also be given a Bow and some arrows.



Artwork from Gravity Corp.

Skills

[Passive] Owl's Eye

Description: Increases DEX

Level:	Effect / SP Cost:
Lv. 1	DEX + 1
Lv. 2	DEX + 2
Lv. 3	DEX + 3
Lv. 4	DEX + 4
Lv. 5	DEX + 5
Lv. 6	DEX + 6
Lv. 7	DEX + 7
Lv. 8	DEX + 8
Lv. 9	DEX + 9
Lv. 10	DEX + 10

[Passive] Vulture's Eye

Description: Vulture's Eye increases a Bow's effective attack range and also boosts your HIT rate.

Requirements: Lv. 3 Owl's Eye

Level:	Effect / SP Cost:
Lv. 1	Range and HIT + 1
Lv. 2	Range and HIT + 2
Lv. 3	Range and HIT + 3
Lv. 4	Range and HIT + 4
Lv. 5	Range and HIT + 5
Lv. 6	Range and HIT + 6
Lv. 7	Range and HIT + 7
Lv. 8	Range and HIT + 8
Lv. 9	Range and HIT + 9
Lv. 10	Range and HIT + 10

[Offensive] Double Strafe

Description: Being the masters of the bow and arrow, Archers are capable of firing off two shots in quick succession. Costs 12 SP and 1 arrow to use.

Level:	Effect / SP Cost:
Lv. 1	200% Damage
Lv. 2	220% Damage
Lv. 3	240% Damage
Lv. 4	260% Damage
Lv. 5	280% Damage
Lv. 6	300% Damage
Lv. 7	320% Damage
Lv. 8	340% Damage
Lv. 9	360% Damage
Lv. 10	380% Damage

[Offensive] Arrow Shower

Description: Hits all opponents within a 5 by 5 area using Arrow Shower. Costs 15 SP and 1 arrow. This skill is aimed at the ground.

Requirements: Lv. 5 Double Strafe

Level:	Effect / SP Cost:
Lv. 1	80% Damage
Lv. 2	85% Damage
Lv. 3	90% Damage
Lv. 4	95% Damage
Lv. 5	100% Damage
Lv. 6	105% Damage
Lv. 7	110% Damage
Lv. 8	115% Damage
Lv. 9	120% Damage
Lv. 10	125% Damage

[Supportive] Improve Concentration

Description: Temporarily boosts an Archer's AGI and DEX stats for a short duration. It also allows an Archer to detect hidden enemies within a close proximity.

Requirements: Lv. 1 Vulture's Eye

Level:	Effect / SP Cost:
Lv. 1	SP - 25 AGI/DEX up 3% Duration 40 Secs
Lv. 2	SP - 30 AGI/DEX up 4% Duration 50 Secs
Lv. 3	SP - 35 AGI/DEX up 5% Duration 60 Secs
Lv. 4	SP - 40 AGI/DEX up 6% Duration 70 Secs
Lv. 5	SP - 45 AGI/DEX up 7% Duration 80 Secs
Lv. 6	SP - 50 AGI/DEX up 8% Duration 90 Secs
Lv. 7	SP - 55 AGI/DEX up 9% Duration 100 Secs
Lv. 8	SP - 60 AGI/DEX up 10% Duration 110 Secs
Lv. 9	SP - 65 AGI/DEX up 11% Duration 120 Secs
Lv. 10	SP - 70 AGI/DEX up 12% Duration 130 Secs

Notes: Improve Concentration counts the following for the percentage bonus: Character's Base Dex, Armor/Accessory Dex bonus and Owl's Eye Dex bonus. It does not include the bonuses from the following things: Dex Bonus from Cards, Job and Blessing.

Quest Skills

[Offensive] Charged Arrow

Description: With this attack an archer draws his bow harder to give his shot more power. This attack deals 150% ATK and knockbacks the target 6 cells back.

Level:	Casting Time:	SP Cost:
Lv. 1	1.5 seconds	15

Quest NPC:	Location:
Alcouskou	payon 103 63

Items Required:

10 Tentacles, 10 Bill of Birds, 3 Yoyo Tails, 2 Emeralds, 39 Banana Juice

[Supportive] Arrow Craft

Description: Creates arrows out of specific items. The quantity and type of arrows made depends on the items used.

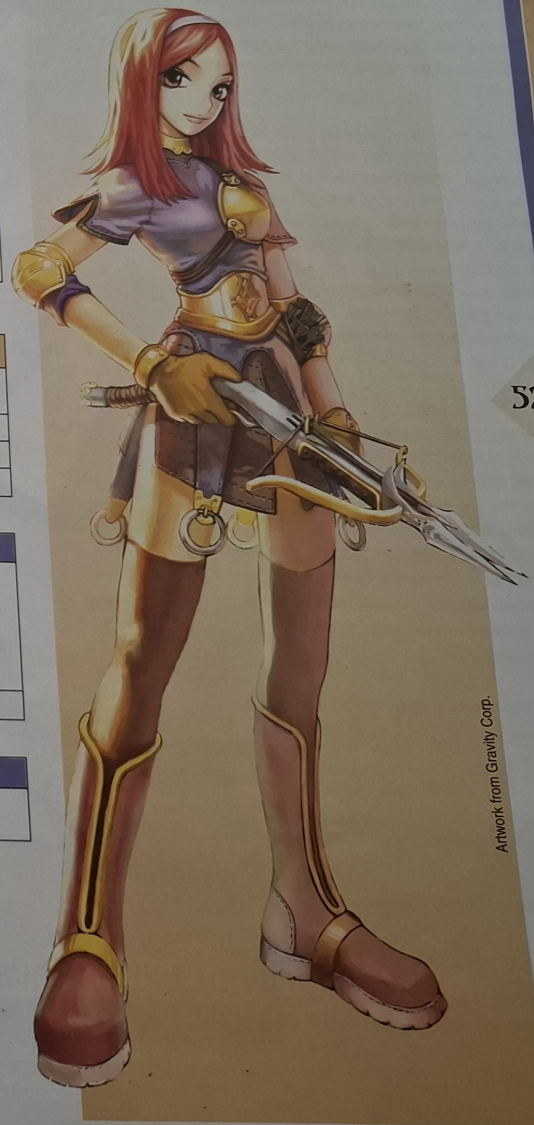
Level:	Casting Time:	SP Cost:
Lv. 1	none	10

Note: Arrow Craft charts in the last chapter of this guide.

Quest NPC:	Location:
Alcouskou	morroc 121 109

Items Required:

20 Resin, 1 Red Potion, 13 Trunk, 41 Pointed Scale, 7 Mushroom Spore



Artwork from Gravity Corp.

HUNTER

The time comes when the fascination with archery evolves into something different. A calling is heard by many bowmen and the thrill of the hunt begins to take over the excitement of hitting a simple bull's-eye. Wit and instinct guide them to entrap their prey before going in for the kill. Patience, skill, and deadly accuracy soon come together to be embodied in these people known as Hunters.

With the basic skill of Archery under their belt, Hunters learn many new skills to enhance their capabilities. First they learn how to tame falcons to have as friends and comrades in battle. These falcons can aid a Hunter by flying at top speed into the enemy with their razor-sharp claws. Hunters call this skill Blitz Beat and it is a very suitable name. Hunters also learn to set many different kinds of traps: they can immobilize, stun, or damage opponents who make the mistake of stepping on them.

Hunters must be more familiar with the terrain and their enemies because they often cannot stand toe-to-toe against tough melee fighters. They must keep their distance and use their skills to delay and disorient their enemies and then use their bows and their falcons to finish them off. Many Hunters go for speed and power while others prefer to share the responsibilities of fighting with their trained falcon. It's not easy to teach the falcons to attack the target which an arrow strikes, so it takes quite a bit of luck to be a successful falconer.

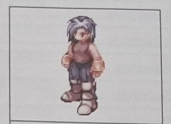
When the opportunity for your shot comes, will you have the courage to take

HUNTER STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
4	6	2	4	10	4

QUEST

Go to pay_fild10 and talk to Guildsman. You will be transported inside the Hunter Guild.



Guildsman

Inside the Hunter Guild, talk to Hunter Guildsman [Hunter Shelin]. She will ask you if you want to be a Hunter. Answer "Yes. I would love to be a hunter." After this, she will give you an interview consisting of a series of questions. Use the following answers:

Find out by myself.
Walk with friend
Go hunt near.
Go back to town.
Would you mind if I ask you for healing?
Wait in chat room until a buyer appear.
Tell him a near hunting ground.
Teach him the way.
Help him fighting if he asks.
Find out who the owner is.

Hunter Shelin
(in_hunter 99 99)

After you pass the interview, go to the left part of the Hunter Guild and find the Hunter Guild Test Guide [Demon Hunter] (in_hunter 55 99). If asked for your name answer "Yes. Sir." He will ask a set of item, which can be any of the 7 sets below:

5 Claw of Desert Wolf
5 Trunk
3 White Herb

3 Bill of Birds
5 Skel-Bone
3 Green Herb

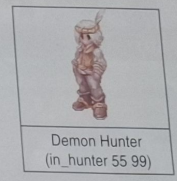
3 Venom Canine
3 Animal's Skin
5 Red Herb

3 Dokkebi Horn
3 Piece of Eggshell
10 Fluff

3 Shell
3 Worm Peelings
10 Yellow Herb

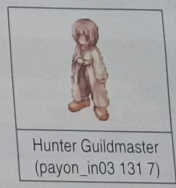
3 Tooth of Bat
3 Sticky Mucus
1 Bear's Foot

2 Porcupine Quill
1 Yoyo Tail
1 Acorn



Demon Hunter
(in_hunter 55 99)

After collecting the items go to the building located at [payon 189 233]. Upon entering the building enter the right portal and you will find Hunter [Hunter Guildmaster]. Talk to him and tell him to "Just start the test!!" You will be given Silver Arrows and will be transported to the Hunter Testing Ground. Enter the Waiting Room for Jobchange Quest. When your turn comes, you would be warped to the test area.



Hunter Guildmaster
(payon_in03 131 7)

Inside the test area, you have to kill one of each of the 4 different monsters (Poring, Zombie, Archer Skeleton and Mummy) with the name "Monster for a Jobchange ". If you kill a monster that is not named "Monster for a Jobchange" you would fail the test. Also, be careful not to fall into the pitfalls or you would fail too. Once you kill the four different monsters, go to the center of the map and click on the switch. Choose "Escape" and then proceed to the north part of the map and enter the portal.

You would be transported into a room with the Hunter Guildmaster. For passing the test he will give you a Necklace of Wisdom. Now go back to Hunter Shelin in the Hunter Guild. She will now change you into a Hunter. You will be given a Crossbow, or a Hunter's Bow if your Archer Job Lv upon taking the exam is 50.

[Hidden Trap] Skid Trap

Description: Skid Trap is mostly a fun trap, but it can help to disrupt team formations during a fight, especially if an opposing party closes in during PvP or WoE. Anyone who steps on a Skid Trap will be flung away in a random direction. Costs 10 SP and 1 Trap.

Level:	Effect:
Lv. 1	Slipping Range 1, 300 Seconds
Lv. 2	Slipping Range 2, 240 Seconds
Lv. 3	Slipping Range 3, 180 Seconds
Lv. 4	Slipping Range 4, 120 Seconds
Lv. 5	Slipping Range 5, 60 Seconds

[Hidden Trap] Land Mine

Description: This deadly trap explodes if approached by a monster or player. It deals Earth Property damage within a small area. Costs 15 SP and 1 Trap.

Level:	Effect:
Lv. 1	50% Damage
Lv. 2	75% Damage
Lv. 3	100% Damage
Lv. 4	125% Damage
Lv. 5	150% Damage

[Hidden Trap] Ankle Snare

Description: The Ankle Snare is the most basic of traps, preventing anyone caught in it from moving for a period of time. Costs 10 SP and 1 Trap.

Requirements: Lv. 1 Skid Trap

Level:	Effect:
Lv. 1	5 Seconds Trap Time
Lv. 2	10 Seconds Trap Time
Lv. 3	15 Seconds Trap Time
Lv. 4	20 Seconds Trap Time
Lv. 5	25 Seconds Trap Time

[Hidden Trap] Flasher

Description: It's hard for an opponent to chase you down if they can't see you, so the Hunter's Flasher trap can give you that advantage. Any monster that walks over this trap is blinded and its vision is reduced to 1 tile. Costs 12 SP and 1 Trap.

Requirements: Lv. 1 Skid Trap

Level:	Effect:
Lv. 1	150 Seconds
Lv. 2	120 Seconds
Lv. 3	90 Seconds
Lv. 4	60 Seconds
Lv. 5	30 Seconds

[Hidden Trap] Shockwave Trap

Description: When battling others in PvP, many play[illegible] will rely on their high damage skills to defeat their enemies. The Shockwave Trap will cripple them in this manner by draining away their precious SP. Costs 45 SP and 1 Trap.

Requirements: Lv. 1 Ankle Snare

Level:	Effect:
Lv. 1	Drains 20% SP
Lv. 2	Drains 35% SP
Lv. 3	Drains 50% SP
Lv. 4	Drains 65% SP
Lv. 5	Drains 80% SP

[Hidden Trap] Sandman

Description: Put enemies into a deep sleep. Costs 12 SP and 1 Trap.

Requirements: Lv. 1 Flasher

Level:	Effect:
Lv. 1	150 Seconds
Lv. 2	120 Seconds
Lv. 3	90 Seconds
Lv. 4	60 Seconds
Lv. 5	30 Seconds

[Hidden Trap] Freezing Trap

Description: This trap deals out Water Element damage and it has a high chance to freeze anyone who comes near it. Costs 10 SP and 1 Trap.

Requirements: Lv. 1 Flasher

Level:	Effect:
Lv. 1	150 Seconds
Lv. 2	120 Seconds
Lv. 3	90 Seconds
Lv. 4	60 Seconds
Lv. 5	30 Seconds

[Visible Trap] Claymore Trap

Description: The mighty Claymore trap is a good weapon against large mobs of monsters. When stepped on, it explodes over a wide area, dealing out Fire Element damage. Costs 15 SP and 2 Traps.

Requirements: Lv. 1 Blastmine & Lv. 1 Shockwave Trap

Level:	Effect:
Lv. 1	140% Attack & 3% Chance
Lv. 2	180% Attack & 7% Chance
Lv. 3	220% Attack & 10% Chance
Lv. 4	260% Attack & 12% Chance
Lv. 5	300% Attack & 13% Chance

[Visible Trap] Blast Mine

Description: The Blast Mine is a timed trap that will explode after a set time. It deals Wind Element damage. Costs 15 SP and 1 Trap.

Requirements: Lv. 1 Sandman, Lv. 1 Freezing & Lv. 1 Landmine

Level:	Effect:
Lv. 1	140% Attack & 3% Chance
Lv. 2	180% Attack & 7% Chance
Lv. 3	220% Attack & 10% Chance
Lv. 4	260% Attack & 12% Chance
Lv. 5	300% Attack & 13% Chance

[Passive] Beast Bane

Description: Hunters are experts when it comes to battling Brute-type and Insect-type monsters. Beast Bane enhances their damage against these creature types with any weapon they can wield.

Level:	Effect:
Lv. 1	+ 4 Attack
Lv. 2	+ 8 Attack
Lv. 3	+ 12 Attack
Lv. 4	+ 16 Attack
Lv. 5	+ 20 Attack
Lv. 6	+ 24 Attack
Lv. 7	+ 28 Attack
Lv. 8	+ 32 Attack
Lv. 9	+ 36 Attack
Lv. 10	+ 40 Attack

[Passive] Falconry Mastery

Description: This skill allows the Hunter to acquire a trained Falcon as his ally and companion.

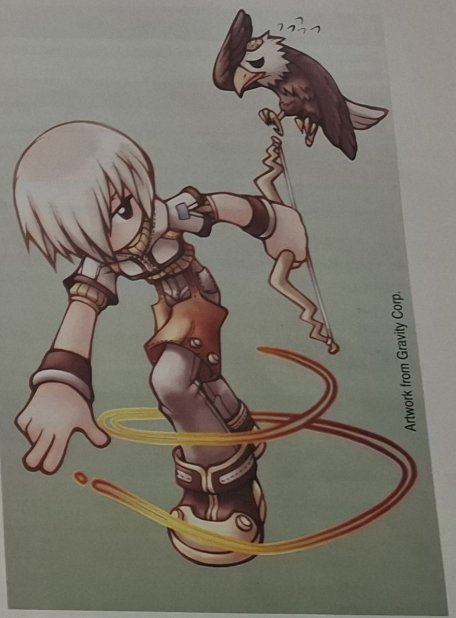
Requirements: Lv. 1 Beast Bane

[Passive] Steel Crow

Description: This skill will increase the damage dealt by the Falcon when used with Blitz Beat or Auto-blitz.

Requirements: Lv. 5 Blitzbeat

Level:	Effect:
Lv. 1	+ 03 Attack
Lv. 2	+ 06 Attack
Lv. 3	+ 09 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack



Artwork from Gravity Corp.

[Passive] Talkie Box

Description: Talkie Box creates a trap that plays back a recorded message when stepped on by any character. Costs 1 SP.

Requirements: Lv. 1 Shockwave Trap, and Lv. 1 Remove Trap

[Active] Blitz Beat

Description: This skill lets the Hunter command his Falcon to attack his enemies. This attack ignores the Def of the targets and has a moderate area of attack. This skill will also enable Auto-Blitz wherein the falcon has a chance to attack on its own whenever the Hunter makes a regular attack.

Requirements: Lv. 1 Falcon Mastery

Level:	Effect:
Lv. 1	1 Falcon Hit 10 SP
Lv. 2	2 Falcon Hit 13 SP
Lv. 3	3 Falcon Hit 16 SP
Lv. 4	4 Falcon Hit 19 SP
Lv. 5	5 Falcon Hit 22 SP

[Supportive] Remove Trap

Description: This skill allows a Hunter to disarm a trap so that he can reuse it later on. Costs 5 SP.

Requirements: Lv. 1 Landmine

[Supportive] Spring Trap

Description: Hunters can train their Falcons to disarm traps from a distance. Costs 10 SP

Requirements: Lv. 1 Remove Trap & Lv. 1 Falcon Mastery

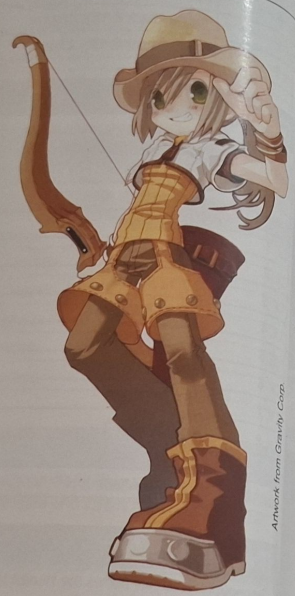
Level:	Effect:
Lv. 1	4 Tile Range
Lv. 2	5 Tile Range
Lv. 3	6 Tile Range
Lv. 4	7 Tile Range
Lv. 5	8 Tile Range

[Supportive] Detect

Description: The Hunter's Falcon not only attacks, but can use its keen senses to detect hidden monsters and players. Costs 8 SP

Requirements: Lv. 1 Falcon Mastery & Lv. 1 Improved Concentration

Level:	Effect:
Lv. 1	3 Tile Range
Lv. 2	5 Tile Range
Lv. 3	7 Tile Range
Lv. 4	9 Tile Range



Artwork from Gravity Corp.

Builds

Siege Hunter

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	1	4		5	Improve Concentrate
Agi	73	6	2	90	
Vit	56	2	2	60	
Int	16	4		20	
Dex	99	10	7	140	
Luk	1	4	1	6	

Equipment	Type
Head (Upper)	Angel Helm
Head (Mid)	Binoculars
Head (Lower)	
Armor	Tights [Pupa Card]
Garment	Muffler [Raydric Card/Whisper Card/Bapho Jr. Card]
Shoes	Boots [Matyr Card]
Right Hand	Bow-type weapon or Knife-type weapon
Left Hand	Bow-type weapon or Guard [Thara Frog Card]
AccessoryA	Glove [Spore Card]
AccessoryB	Glove [Zerom Card]

Skill Name	Level
Double Strafe	10
Arrow Shower	9
Owl's Eye	10
Vulture's Eye	10
Improve Concentration	10
Beast Bane	10
Falcon Mastery	1
Skid Trap	1
Ankle Snare	5
Landmine	5
Remove Trap	1
Blitz Beat	5
Steel Crow	10
Detect	4
Remaining Skill Points	3

Falcon Hunter

By Hansel S. Ong, of Fenrir

A falcon hunter is designed to pierce enemy defense and take them down before they get to you. Hence, you will not spam Double Strafe but deal damage over time. Falcon hunters or Blitzers, as they more commonly known, are very different from AGI-DEX hunters both in leveling and roles. A common misconception is that Blitzers are useless. Allow me to correct that below.

Stats
Start your character with 9 AGI, 9 INT, 9 DEX. Blitzers will only need small amounts of DEX, and one way to hit is using Quad Ancient Composite Bows. Start raising your AGI now in the desired amount. One of the most frequently asked questions is either to get high AGI or high LUK, and in my opinion, AGI gives better chance of blitzing. After raising AGI, start now with your LUK. Notice that your auto-blitz is affected by your job level. INT is the next most important stat since this determines your falcon damage.

Skills
For the Archer class, if you're going to level by bow, try to max Vulture's Eye first then proceed to Owl's Eye. You could either choose Improve Concentration or Double Strafe as your next skill. As for the Archers who want to level by daggers, Owl's Eye is recommended first, then Improve Concentration. Proceed to Double strafe after maxing Vulture's Eye.

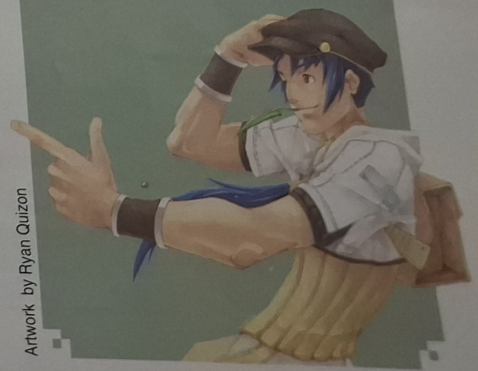
After changing to a Hunter, Blitzbeat will be your top priority, unlocked with Beastbane Level 1 and Falcon Mastery Level 1. Next would be Steel Crow, which adds damage to your falcon and then Ankle Snare, which is the basic trap. Everything else is just personal preference.

Your equipment will revolve around LUK and AGI increasing items. Good Luck!

Artwork from Gravity Corp.

"Well I like the hunter class becuz of their ranged power, their elemental arrows n their strategic skills like their traps.. and can snipe from long distances without being spotted or attacked."

- Eyeball, Hunter, Armed n Loaded Guild of Odin



Artwork by Ryan Quizon

BARD

There are those who are taken in by a carefree spirit and their eyes are opened up to the wonders and beauty of the world. Amidst the adventures and treasures lies can lie hearts of celebration and laughter. Danger lurks at every corner and vile creatures walk the land, but some people believe that you just can't take life too seriously. Take a seat, kick off your shoes, and lean back to relax. Listen as the Bard plays his song and forget your worries.

There is no problem that a light-hearted joke (albeit a bad one) or a merry tune from a lute can't solve – that's how a Bard thinks. The heart of all songs are drawn from emotions and a Bard who's always too serious or always too upset will have nothing but boring songs. Bards have many songs that can entertain others and they also have their own abilities that help them out of a tight spot. Bards are also the partners of Dancers. These gorgeous women can charm their way into the heart of any man and they dance only to the tune of the Bard with their Ensemble skills.

Bards are often in the middle of an adventuring party supporting other members with his music. They are best know for the performance of Bragi's Poem which greatly enhances the capability of Wizards to cast spells faster. Some Bards continue to rely on their bows from their Archer days and go for speed and accuracy. Those Bards who prefer to support others often get a good amount of physical training and musical study in order to continue playing their songs even if they are hit in the middle of a fight.

"Can your songs be heard above the sounds of the battlefield?"

BARD STAT BONUS (JOB LV. 50)

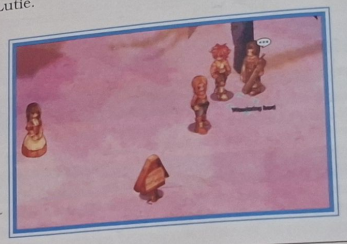
STR:	AGI:	VIT:	INT:	DEX:	LUK:
2	7	3	5	9	4

QUEST

Go to the Wandering Bard [Ayealo]. He will ask if you need anything from him. Answer "Sing a song for me, please". After singing the song and being asked if it was good, reply with "Yes it was good". After that tell him that "You got a wonderful voice". He will ask you if you want to sing. Answer "Yes, sure!". He will then ask you for a flower. Bring him any of the following:

Singing Flower	Hinalle
Aloe	Ment
Witherless Rose	Frozen Rose
Illusion Flower	

Ayealo will then ask you to befriend the Snowman in Lutie.



Ayealo	comodo 211 155

Find Snowman and ask him "What is Snowman?"

Snowman	xmas 134 112

Talk to Christmas Girl [Debra], who is located inside the building on xmas 189 277. Now go back to Snowman. Ask him "What is Snowman" again.

Debra	xmas_in 165 174

Talk to Christmas Youngman [Peterson].

Peterson	xmas 117 304

Talk to Hairy Uncle [Kan]. He will ask for a Sticky Mucus and a Squid Ink. Give it to him and he will direct you to Mima.

Kan

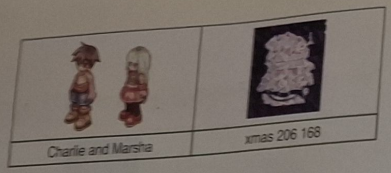
Talk to Generous Old lady [Mima], who is located inside the building on xmas 121 160. She will ask you to go back to Snowman to get the World's Biggest Salt, so again ask Snowman "What is Snowman?". After getting the World's Biggest Salt, go back to Mima and give her the salt.

Mima	xmas_in 27 103

Proceed to Christmas Clown [Howie] and "Inquire about Snowman."

Howie	xmas 146 136

Go to the Kid [Charlie] and Kid [Marsha] and talk to them. After this go back to Snowman and ask him again "What is Snowman?". He will give you a Piece of Cake afterwards.



Charlie and Marsha | xmas 206 168

Go back to Ayealo. He will ask you to sing with him. Just type each line that he sings including the punctuation marks. After that he will ask you if he would change your job or if you want to receive something. Answer "Just change my job" if you want to be a Bard right away or "I love gifts" to receive a musical instrument after the job change. If you choose the later, he will require you to bring trunks. The musical instrument you get depends on the type of trunks you give and/or your Archer Job Lv:

60 Trunks: Violin
60 Barren Trunk: Mandolin
60 Solid Trunk: Mandolin
60 Fine-Grained Trunk and Job 40-49: Lute
60 Fine-Grained Trunk and Job 50: Harp[1]

Artwork from Gravity Corp.

SKILLS

[Passive] Musical Lesson

Description: Increase the damage of musical instruments and the quality of musical skills.

Level:	Effect:
Lv. 1	+ 03 Attack
Lv. 2	+ 06 Attack
Lv. 3	+ 09 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

[Offensive] Dissonance

Description: Cast an area that continually damages enemies within it's range. Causes damage immediately when cast, and continues to damage once every 3 seconds, for a total of 11 damaging attacks for the duration of the skill. This skill deals neutral property attack which pierces the DEFense of it's targets. Lasts 30 seconds, damages everyone in a 7 by 7 cell around the caster. While on, this skill consumes 1 SP per every 3 seconds from the caster.

Requirements: Lv. 1 Musical Lesson & Lv. 1 Extemporaniousness

Level:	Effect:
Lv. 1	Damage: 40 SP 18
Lv. 2	Damage: 50 SP 21
Lv. 3	Damage: 60 SP 24
Lv. 4	Damage: 70 SP 27
Lv. 5	Damage: 80 SP 30

[Offensive] Musical Strike

Description: Shoots arrows using musical instruments. This skill is also usable while playing music or Ensemble skills. Property of the attack is affected by the property of arrows the caster uses. Consumes 8 SP and 1 arrow, and has a 1.5 second casting time.

Requirements: Lv. 3 Musical Lesson

Level:	Effect:
Lv. 1	Damage Increase 150%
Lv. 2	Damage Increase 175%
Lv. 3	Damage Increase 200%
Lv. 4	Damage Increase 225%
Lv. 5	Damage Increase 250%

[Offensive] Frost Joke

Description: Tell a really corny joke that has a chance to freeze characters in an area around the caster. In normal area, this skill works on only on monsters, but in PvP or Guild siege area, this skill works on characters as well and does not distinguish friend or foe. This skill has a 3 second casting delay.

Requirements: Lv. 1 Encore

Level:	Effect:
Lv. 1	Chance to Freeze: 20% SP: 12
Lv. 2	Chance to Freeze: 25% SP: 14
Lv. 3	Chance to Freeze: 30% SP: 16
Lv. 4	Chance to Freeze: 35% SP: 18
Lv. 5	Chance to Freeze: 45% SP: 20

[Supportive] Extemporaniousness

Description: Quit dancing or singing when casting. You can not use encore with this skill. Consumes 1 SP.

[Supportive] Encore

Description: Recast the last skill used at only half the SP requirements. Consumes 1 SP to cast.

Requirements: Lv. 1 Extemporainiousness

[Supportive] Assassin Cross at Sunset

Description: Increases attack speed of characters within 7 by 7 cell area around the caster. The attack speed increased by this skill does not stack with Two-handed Quicken, Adrenaline Rush or any similar skill. The amount of attack speed increased by this skill is affected by AGI and Musical Lesson skill level of the caster. Lasts 120 seconds, and drains 1 SP of the caster every 3 seconds for the duration of the skill.

Requirements: Lv. 3 Dissonance

Level:	Effect:
Lv. 1	11% Additional ASPD 38 SP
Lv. 2	12% Additional ASPD 41 SP
Lv. 3	13% Additional ASPD 44 SP
Lv. 4	14% Additional ASPD 47 SP
Lv. 5	15% Additional ASPD 50 SP
Lv. 6	16% Additional ASPD 53 SP
Lv. 7	17% Additional ASPD 56 SP
Lv. 8	18% Additional ASPD 59 SP
Lv. 9	19% Additional ASPD 62 SP
Lv. 10	20% Additional ASPD 65 SP

[Supportive] Bragi's Poem

Description: Create 7 by 7 area around the caster that reduces casting time and skill delay for characters within. The amount of casting time reduced by this skill is affected by DEX and Musical Lesson skill level of the caster. The amount of delay after skill use is affected by INT and Musical Lesson skill level of the caster. The bonus granted by this skill doesn't stack with Suffragium. Lasts 180 seconds, drains 1 SP of the caster every 5 seconds for the duration of the skill.

Requirements: Lv. 3 Dissonance

Level:	Effect:
Lv. 1	3% time reduction 40 SP
Lv. 2	6% time reduction 45 SP
Lv. 3	9% time reduction 50 SP
Lv. 4	12% time reduction 55 SP
Lv. 5	15% time reduction 60 SP
Lv. 6	18% time reduction 65 SP
Lv. 7	21% time reduction 70 SP
Lv. 8	24% time reduction 75 SP
Lv. 9	27% time reduction 80 SP
Lv. 10	30% time reduction 85 SP

[Supportive] Idun's Apple

Description: Increases the maximum HP of all party members who are within a 7 by 7 cell area around the caster. Within this range, all characters can restore their HP continuously. This skill restores HP immediately when cast, and continues to restore HP every 6 seconds, this skill restores hit points a total of 31 times while this skill is in operation. The increase of Maximum HP and HP restoration rate is affected by the VIT and the Musical Lesson skill level of the caster. Lasts 180 seconds, drains 1 SP every 6 seconds for the duration of the skill.

Requirements: Lv. 3 Dissonance

Level:	Effect:
Lv. 1	Max HP bonus: +7% HPRecov: 35 40SP
Lv. 2	Max HP bonus: +9% HPRecov: 40 45SP
Lv. 3	Max HP bonus: +11% HPRecov: 45 50SP
Lv. 4	Max HP bonus: +13% HPRecov: 50 55SP
Lv. 5	Max HP bonus: +15% HPRecov: 55 60SP
Lv. 6	Max HP bonus: +17% HPRecov: 60 65SP
Lv. 7	Max HP bonus: +19% HPRecov: 65 70SP
Lv. 8	Max HP bonus: +21% HPRecov: 70 75SP
Lv. 9	Max HP bonus: +23% HPRecov: 75 80SP
Lv. 10	Max HP bonus: +25% HPRecov: 80 85SP

[Supportive] Whistle

Description: Create an area which increases the flee rate and perfect dodge rate of characters within it. The flee rate is affected by AGI and Musical Lesson skill of the caster. the perfect dodge rate is affected by LUK and the Musical Lesson skill of the caster. Lasts 60 seconds, drains 1 SP of the caster every 5 seconds for the duration of the skill duration.
The skill range is 7 by 7 cells around the caster.

Requirements: Lv. 3 Dissonance

Level:	Effect:
Lv. 1	Flee +1% Dodge +1%
Lv. 2	Flee +2% Dodge +1%
Lv. 3	Flee +3% Dodge +2%
Lv. 4	Flee +4% Dodge +2%
Lv. 5	Flee +5% Dodge +3%
Lv. 6	Flee +6% Dodge +3%
Lv. 7	Flee +7% Dodge +4%
Lv. 8	Flee +8% Dodge +4%
Lv. 9	Flee +9% Dodge +5%
Lv. 10	Flee +10% Dodge +5%

[Ensemble] Lullaby

Description: Cast an area which increases the flee rate and perfect dodge rate of allies within it's range. May put enemies to sleep immediately after casting and again every 6 seconds for a total of 11 chances that an enemy will fall asleep. Chance of putting enemies in sleep is affected by INT of the caster, consumes 20 SP. Lasts 60 seconds, drains 1 SP of the caster every 4 seconds for a skill duration, applied on all creatures in a 9 by 9 area around the caster.

Requirements: Lv. 10 Whistle

[Ensemble] Into the Abyss

Description: Requires Lullaby lvl 1 and is mastered at lvl 1. Cast an area that allows party members of the caster to use any skills without required items such as gemstones or traps. Consumes 10 SP. Lasts 60 seconds for the duration of the skill, drains 1 SP of the caster every 5 seconds for the duration of the skill. Applies to all party members in a 9 by 9 cells area around the caster.

Requirements: Lv. 1 Lullaby

[Ensemble] Invulnerable Sigfried

Description: Cast an area that gives Fire and Water resistance to party members. Consumes 10 SP. Lasts 60 seconds, drains 1 SP of the caster every 3 seconds for the skill duration, applied on all party members 9 by 9 cells around the caster.

Requirements: Lv. 10 Bragi's Poem

Level:	Effect:
Lv. 1	40% Resistance Increase
Lv. 2	50% Resistance Increase
Lv. 3	60% Resistance Increase
Lv. 4	70% Resistance Increase
Lv. 5	80% Resistance Increase

[Ensemble] Rich Man Mr. Kim

Description: Cast an area that increases the EXP amount the characters receive. Skill level affects the amount of increased EXP recieved. Consumes 30 SP. Drains 1 SP of the caster every 3 seconds for the duration of the skill, affects everyone in a 9 by 9 cell area around the caster.

Requirements: Lv. 3 Invulnerable Sigfried

Level:	Effect:
Lv. 1	Experience Increase: 136%
Lv. 2	Experience Increase: 147%
Lv. 3	Experience Increase: 158%
Lv. 4	Experience Increase: 169%
Lv. 5	Experience Increase: 180%

[Ensemble] Drum Sound on the Battle Field

Description: Creates an area where the attack and Defense of all party members are increased for 60 seconds. This skill drains 1 SP from the caster while casting and is applied on all party members in a 9 by 9 cell area around the caster.

Requirements: Lv. 10 Idun's Apple

Level:	Effect:
Lv. 1	ATK +50 DEF +4 SP: 40
Lv. 2	ATK +75 DEF +6 SP: 45
Lv. 3	ATK +100 DEF +8 SP: 50
Lv. 4	ATK +125 DEF +10 SP: 55
Lv. 5	ATK +150 DEF +12 SP: 60

[Ensemble] Ring of Niebelungen

Description: Cast an area that amplifies level 4 weapon damage of party members for the duration of the skill. Lasts 60 seconds Drains 1 SP of the caster every 3 seconds, Effects are applied in a 9 by 9 cell area around the caster

Requirements: Lv. 3 Sound of Drums on the Battlefield

Level:	Effect:
Lv. 1	ATK +150
Lv. 2	ATK +200
Lv. 3	ATK +250
Lv. 4	ATK +300
Lv. 5	ATK +350

[Ensemble] Roki's Weil

Description: Cast an area where all skills and magic are not allowed. Boss Monsters are not affected by this skill. Lasts 60 seconds, consumes 15 SP when cast and drains 1 SP of the caster every 4 seconds as long as the skill is active. Effects apply to all characters in a 9 by 9 cell area around the caster.

Requirements: Lv. 10 Assasin's Cross at Sunset

[Ensemble] Eternal Chaos

Description: Cast an area where the Defense of all characters drops to 0. Consumes 30 SP when cast. Lasts 60 seconds, drains 1 SP of the caster every 4 seconds as long as the skill is active, Effects apply on all characters in a 9 by 9 cell area around the caster.

Requirements: Lv. 1 Loki's Weil

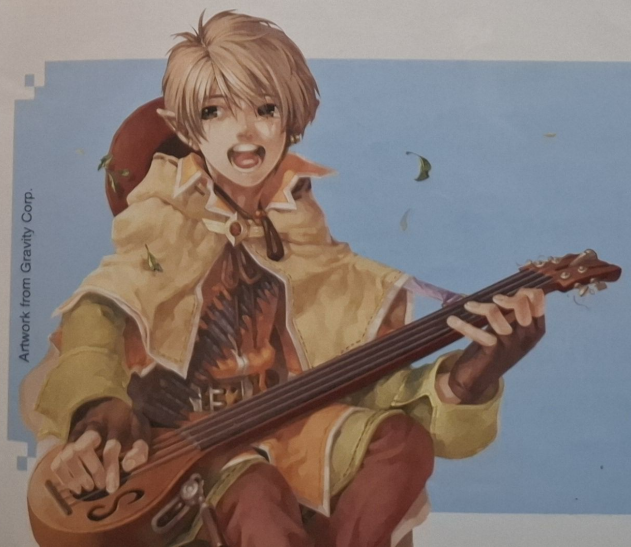
Artwork from Gravity Corp.

BUILDS

Siege Bard					
Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	1	2		3	
Agi	9	9		18	
Vit	77	3		80	
Int	53	7		60	
Dex	99	41		140	
Luk	1	4		5	

Equipment	Type
Head (Upper)	Cap (Elder Willow)
Head (Mid)	Phantom of Opera
Head (Lower)	Phantom of Opera
Armor	Tights (Marc)
Garment	Muffler (Raydric)
Shoes	Boots (Matyr)
Right Hand	Violin (Hydrax4)
Left Hand	Buckler (Thara Frog)
AccessoryA	Glove (Zerom)
AccessoryB	Glove (Zerom)

Skill Name	Level
Double Strafe	10
Owl's Eye	10
Vulture's Eye	10
Improve Concentration	10
Arrow Shower	9
Extemporaneousness	1
Encore	1
Frost Joke	5
Dissonance	3
Musical Lesson	10
Musical Strike	5
Assassin Cross at Sunset	10
Roki's Weil	1
Eternal Chaos	1
Bragi's Poem	10
Remaining Skill Points	2



Artwork from Gravity Corp.

"Happy-go-lucky and helpful kasi ako, my personality reflects on my character and a virtual representation of myself in the Midgard. Above all, music is one of my interests and I listen to it everyday. Kaya nga ang sabi nila, Rok On!!"

- ~SASKE~, BARD, OF ODIN

DANCER

With song comes dance, and the two go hand in hand. Alongside the songs of Bards are the lovely Dancers of Rune Midgard. These delicate ladies have mastered the art of dancing and their inspirational performances soothe many an audience. It isn't wrong to be sought after and desired. It isn't a sin to be beautiful. When one is watching a Dancer sway her graceful hips to the tune of a Bard's mandolin, nothing else in the world seems to matter.

Female Archers often develop lots of grace and balance from their training that it's easy for them to learn traditional dance steps. Spending many hours training with a bow while balancing an apple on their heads has given them enough body coordination that dancing almost becomes second nature. Dancers have skills that produce a different effect from Bardic tunes. Though many prefer that Dancers pair up with Bards for the more powerful Ensemble performances, Dancers can support others well enough on their own. Service For You is a skill that can allow Hunters to fire more Double Strafes or for Monks to hit harder with Extremity Fist due to the higher SP. Please Don't Forget Me can slow down enemy movement and attacks. Scream can also help temporarily incapacitate Wizards.

Dancers are adept at using whips as well as bows and can switch between the two weapons without any problem. Some Dancers prefer to be fast and deadly with their whips while those who prefer supporting others train their bodies to withstand physical damage so that their dances are not interrupted if they are struck.

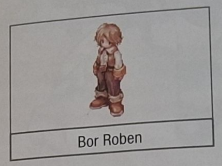
"With but a single graceful twirl, a gentle flick of her wrist, and the sweetest smile you've ever seen, she changed the tide of battle."

DANCER STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
2	7	3	5	5	8

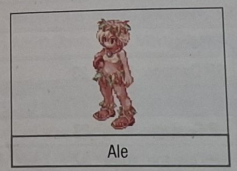
QUEST

Go to Comodo Town near Kafra.
Talk to NPC Bor Roben.
Select "Move to the test room" when the option becomes available.

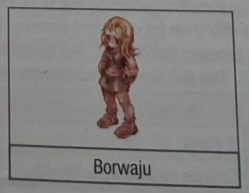


Walk to the left corner of the stage and talk to NPC Ale.
Select "Write on the registration card" when the option becomes available. You will be asked to bring one of the following sets of items:

10,000z
2 Clam Shells
20 Jellopies
10 Balck Hairs
Sandals



Return and click on Ale and she will take the assigned items from you. Then she will ask you to go to "Miss Borwaju" for an interview. Miss Borwaju is in the right corner of the stage.



She will give you a test which can be any of 3 sets of questions.

Set 1:

"Increases experience", "Drop him on the floor", "Tell her/him that was a lousy move", "Comodo", "Three", "Argiope", "Great Borwaju", "The West Branch of Kafra", "Borwaju", "Sleep effect on a chosen area"

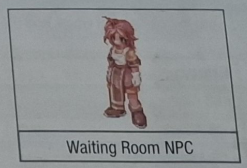
Set 2:

"Critical", "Lighting bolt", "a person who dances", "Pharos before Comodo?", "Kokomo Beach", "Great Borwaju", "bard", "shining stone", "Moo", "Ale"

Set 3:

"Increase the effect of dancing skill", "Tap-dance" "Use sword", "Comodo", "Great Borwaju", "Dancing", "Moo", "Two hand sword", "No", "Elder Willow"

You will be teleported to another room where the Waiting Room NPC is waiting with a chatroom. Enter the chatroom and wait your turn if there are other players taking the test.You will be teleported to the stage where you will begin with the test.

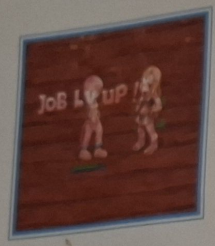


Test Pattern:

Up
Down
Left
Right
To the center
Hold your position
After holding, activate improve concentration!
Keep your self together
Left
Down
After down, right
Hold to the right and rest
Right
Left center down up
One more ~ left center down up
Down
Left
Center
Now your finishing move: arrow shower

You will be teleported outside. Talk to NPC Bor Roben. Select "Move to the test room" when the option becomes available.

Go to Borwaju and she will change you into a Dancer.
You get Line Weapon if you are a Job Lv 50 Swordsman when you job change successfully. Otherwise you will receive Rope Weapon.



SKILLS

[Passive] Dancing Lesson

Description: Increase the damage of whips and the quality of musical skills.

Level:	Effect:
Lv. 1	+ 03 Attack
Lv. 2	+ 06 Attack
Lv. 3	+ 09 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

[Offensive] Ugly Dance

Description: Cast an area which continually damages SP of enemies within its range. Inflicts SP damage when cast, and inflicts SP damage once every 3 seconds. So this skill damages SP a total of 11 times. (Form: Neutral, Pierce Magic Defense) Total damage amount is affected by Dance Lessons and Ugly Dance skill level. The skill duration is 30 seconds, drains 1 SP of the caster every 3 seconds, and affects a 7 by 7 cell area around the caster.

Requirements: Lv. 3 Dancing Lesson, & Lv. 1 Extemporaniousness

Level:	Effect:
Lv. 1	SP Damage: 10 SP: 23
Lv. 2	SP Damage: 20 SP: 26
Lv. 3	SP Damage: 30 SP: 29
Lv. 4	SP Damage: 40 SP: 32
Lv. 5	SP Damage: 50 SP: 35

[Offensive] Dart Arrow

Description: Shoots arrows using a whip. This skill is also usable while playing music or ensamble skills. Property of the attack is affected by the property of arrows the caster uses. Consumes 8 SP and has a 1.5 second casting time.

Requirements: Lv. 3 Dancing Lesson

Level:	Effect:
Lv. 1	Damage Increase 150%
Lv. 2	Damage Increase 175%
Lv. 3	Damage Increase 200%
Lv. 4	Damage Increase 225%
Lv. 5	Damage Increase 250%

[Offensive] Scream

Description: Say something shocking that stuns all enemies in view, skill level affects on the chance of stunning. This skill does not distinguish between friend or foe. The stun chance is affected by the skill level. This skill has a 3-second delay before activating.

Requirements: Lv. 3 Dancing Lesson

Level:	Effect:
Lv. 1	Chance to Stun: 20% SP: 12
Lv. 2	Chance to Stun: 25% SP: 14
Lv. 3	Chance to Stun: 30% SP: 16
Lv. 4	Chance to Stun: 35% SP: 18
Lv. 5	Chance to Stun: 45% SP: 20

[Supportive] Extemporaniousness

Description: A basic Bard/Dancer skill which is mastered at lvl 1. (Common skill for Bard and Dancer class). Quit dancing or singing when casting. You can not use encore with this skill. Consumes 1 SP.

[Supportive] Encore

Description: Recast the last skill used at only half the SP requirements. Consumes 1 SP to cast.

Requirements: Lv. 1 Extemporainiousness

[Supportive] Don't Forget Me

Description: Creates an area that decreases movement and attack speed of enemies within it. Cancels any skills that increase movement or attack speed. The amount of attack speed decreased by this skill is affected by Dance Lessons skill level and STR of the caster.
The amount of moving speed decreased by this skill is affected by Dance Lessons skill level and AGI of the caster. Lasts 180 seconds, drains 1 SP of the caster every 10 seconds for the duration of the skill, applied on all enemies in a 7 by 7 area around the caster.

Requirements: Lv. 3 Ugly Dance

Level:	Effect:
Lv. 1	ASPD Down: 3% Move Down: 2% SP: 28
Lv. 2	ASPD Down: 6% Move Down: 4% SP: 31
Lv. 3	ASPD Down: 9% Move Down: 6% SP: 34
Lv. 4	ASPD Down: 12% Move Down: 8% SP: 37
Lv. 5	ASPD Down: 15% Move Down: 10% SP: 40
Lv. 6	ASPD Down: 18% Move Down: 12% SP: 43
Lv. 7	ASPD Down: 21% Move Down: 14% SP: 46
Lv. 8	ASPD Down: 24% Move Down: 16% SP: 49
Lv. 9	ASPD Down: 27% Move Down: 18% SP: 52
Lv. 10	ASPD Down: 30% Move Down: 20% SP: 55

[Supportive] Humming

Description: Cast an area that increases accuracy rate for all within it. The accuracy rate increased by this skill is affected by Dance Lessons skill level and DEX of the caster. Lasts 60 sec, drains 1 SP of the caster every 5 seconds, applied on all characters in a 7 by 7 area around the caster.

Requirements: Lv. 3 Ugly Dance

Level:	Effect:
Lv. 1	Accuracy: +2% SP: 22
Lv. 2	Accuracy: +4% SP: 24
Lv. 3	Accuracy: +6% SP: 26
Lv. 4	Accuracy: +8% SP: 28
Lv. 5	Accuracy: +10% SP: 30
Lv. 6	Accuracy: +12% SP: 32
Lv. 7	Accuracy: +14% SP: 34
Lv. 8	Accuracy: +16% SP: 36
Lv. 9	Accuracy: +18% SP: 38
Lv. 10	Accuracy: +20% SP: 40

[Supportive] Fortune's Kiss

Description: Creates an area which increases the critical attack rate within it's range. The amount of critical rate increased by this skill is affected by Dance Lessons skill level and LUK of the caster. Lasts 120 seconds, drains 1 SP of the caster every 4 seconds for the duration of the skill, affects all characters in a 7 by 7 area around the caster.

Requirements: Lv. 3 Ugly Dance

Level:	Effect:
Lv. 1	Critical Rate +1% SP: 43
Lv. 2	Critical Rate +2% SP: 46
Lv. 3	Critical Rate +3% SP: 49
Lv. 4	Critical Rate +4% SP: 52
Lv. 5	Critical Rate +5% SP: 55
Lv. 6	Critical Rate +6% SP: 58
Lv. 7	Critical Rate +7% SP: 61
Lv. 8	Critical Rate +8% SP: 64
Lv. 9	Critical Rate +9% SP: 67
Lv. 10	Critical Rate +10% SP: 70

[Supportive] Service For You

Description: Cast an area which increases maximum SP and reduces the SP used for skills of party members. The amount of maximum SP increased by this skill and the amount of SP consumption reduced by this skill is affected by Dance Lessons skill and INT of the caster. Lasts 180 seconds, drains 1 SP of the caster every 5 seconds for the duration of the skill. Affects all characters in a 7 by 7 area around the caster.

Requirements: Lv. 3 Ugly Dance

Level:	Effect:
Lv. 1	Max SP: +11% SP Reduction: 13% SP:40
Lv. 2	Max SP: +12% SP Reduction: 16% SP:45
Lv. 3	Max SP: +13% SP Reduction: 19% SP:50
Lv. 4	Max SP: +14% SP Reduction: 21% SP:55
Lv. 5	Max SP: +15% SP Reduction: 25% SP:60
Lv. 6	Max SP: +16% SP Reduction: 28% SP:65
Lv. 7	Max SP: +17% SP Reduction: 31% SP:70
Lv. 8	Max SP: +18% SP Reduction: 34% SP:75
Lv. 9	Max SP: +19% SP Reduction: 37% SP:80
Lv. 10	Max SP: +20% SP Reduction: 40% SP:85

[Ensemble] Lullaby

Description: Cast an area which increases the flee rate and perfect dodge rate of allies within it's range. May put enemies to sleep immediately after casting and again every 6 seconds for a total of 11 chances that an enemy will fall asleep. Chance of putting enemies in sleep is affected by INT of the caster, consumes 20 SP. Lasts 60 seconds, drains 1 SP of the caster every 4 seconds for a skill duration, applied on all creatures in a 9 by 9 area around the caster.

Requirements: Lv. 10 Humming

[Ensemble] Into the Abyss

Description: Cast an area that allows party members of the caster to use any skills without required items such as gemstones or traps. Consumes 10 SP. Lasts 60 seconds for the duration of the skill, drains 1 SP of the caster every 5 seconds for the duration of the skill. Applies to all party members in a 9 by 9 cells area around the caster.

Requirements: Lv. 1 Lullaby

[Ensemble] Invulnerable Sigfried

Description: Cast an area that gives Fire and Water resistance to party members. Consumes 10 SP. Lasts 60 seconds, drains 1 SP of the caster every 3 seconds for the skill duration, applied on all party members 9 by 9 cells around the caster.

Requirements: Lv. 10 Fortune's Kiss

Level:	Effect:
Lv. 1	40% Resistance Increase
Lv. 2	50% Resistance Increase
Lv. 3	60% Resistance Increase
Lv. 4	70% Resistance Increase
Lv. 5	80% Resistance Increase

[Ensemble] Rich Man Mr. Kim

Description: Cast an area that increases the EXP amount the characters receive. Skill level affects the amount of increased EXP recieved. Consumes 30 SP. Drains 1 SP of the caster every 3 seconds for the duration of the skill, affects everyone in a 9 by 9 cell area around the caster.

Requirements: Lv. 3 Invulnerable Sigfried

Level:	Effect:
Lv. 1	Experience Increase: 136%
Lv. 2	Experience Increase: 147%
Lv. 3	Experience Increase: 158%
Lv. 4	Experience Increase: 169%
Lv. 5	Experience Increase: 180%

[Ensemble] Drum Sound on the Battle Field

Description: Creates an area where the attack and Defense of all party members are increased for 60 seconds. This skill drains 1 SP from the caster while casting and is applied on all party members in a 9 by 9 cell area around the caster.

Requirements: Lv. 10 Service For you

Level:	Effect:
Lv. 1	ATK +50 DEF +4 SP: 40
Lv. 2	ATK +75 DEF +6 SP: 45
Lv. 3	ATK +100 DEF +8 SP: 50
Lv. 4	ATK +125 DEF +10 SP: 55
Lv. 5	ATK +150 DEF +12 SP: 60

[Ensemble] Ring of Niebelungen

Description: Cast an area that amplifies level 4 weapon damage of party members for the duration of the skill. Lasts 60 seconds Drains 1 SP of the caster every 3 seconds, Effects are applied in a 9 by 9 cell area around the caster

Requirements: Lv. 3 Sound of Drums on the Battlefield

Level:	Effect:
Lv. 1	ATK +150
Lv. 2	ATK +200
Lv. 3	ATK +250
Lv. 4	ATK +300
Lv. 5	ATK +350

[Ensemble] Roki's Weil

Description: Cast an area where all skills and magic are not allowed. Boss Monsters are not affected by this skill. Lasts 60 seconds, consumes 15 SP when cast and drains 1 SP of the caster every 4 seconds as long as the skill is active. Effects apply to all characters in a 9 by 9 cell area around the caster.

Requirements: Lv. 10 Don't Forget Me

[Ensemble] Eternal Chaos

Description: Cast an area where the Defense of all characters drops to 0. Consumes 30 SP when cast. Lasts 60 seconds, drains 1 SP of the caster every 4 seconds as long as the skill is active, Effects apply on all characters in a 9 by 9 cell area around the caster.

Requirements: Lv. 1 Roki's Weil

BUILDS

Basic Dancer					
Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
	1	2		3	
Str	9	11		20	
Agi	77	3		80	
Vit	53	5		58	
Int	99	36		135	
Dex	1	9		10	
Luk					

Equipment	Type
Head (Upper)	Apple of Archer
Head (Mid)	Binoculars
Head (Lower)	
Armor	Tights (Marc)
Garment	Muffler (Raydric)
Shoes	Boots (Matyr)
Right Hand	Rope (Hydrax4)
Left Hand	Buckler (Thara Frog)
AccessoryA	Glove (Zerom)
AccessoryB	Glove (Zerom)

Skill Name	Level
Double Strafe	10
Owl's Eye	10
Vulture's Eye	10
Improve Concentration	10
Arrow Shower	9
Extemporaneousness	1
Encore	1
Scream	5
Ugly Dance	3
Dancing Lesson	10
Dart Arrow	5
Humming	10
Lullaby	1
Into the Abyss	1
Don't Forget Me	10
Roki's Weil	1
Eternal Chaos	1
Remaining Skill Points	0

DANCER: DEX/VIT

By KLEO, DEX/VIT DANCER, LEVEL 94/50, VERMILION GUILD OF CHAOS

My dancer, like I said, is a DEX/VIT dancer.

During sieges, that's when this Dancer really shines. Because of the high VIT, she has a higher chance of surviving attacks from opponents.

Scream is one the best Dancer skills to use during sieges. After entering the portal and using Scream, it immediately shuts down low VIT characters like Hunters and Wizards. While they are stunned, this gives your guild mates the opportunity to storm the castle because their nukers are still seeing stars and prevents them from using the dreaded Storm Gust.

While defending a castle, a different strategy is used. Don't Forget Me is one skill that does a lot of damage. It instantly cancels skills like Increase Agi and buffs from items such as Awakes, etc. It also reduces the ASPD and movement speed of enemies that occupy the 9x9 area of the dance. Service For You can also be used for supporting during defending a castle. Partnered with a bard using Bragi's Poem, this area will be a haven for the nuking wizards. Reduced casting time and casting delay + more SP and lesser SP consumption equals total chaos for the opposing guilds.

Of course let's not forget the ensembles. A dancer alone can already help a lot during a guild siege, but in tandem with a bard, the duo can unlock more powerful skills. For example, using Loki's Well near a portal prevents the use of magic and skills of anyone who steps in the area, so if an attacking guild reaches this area where the Loki's Well is being performed, all of their members abilities are not usable and that makes them useless, like Priests for example.

Dancers may not be SUPER powerful but they have their strong points and can play a role during sieges...and they're cute too.

Finally, never forget that Ragnarok is a game, and a game will never be enjoyed if you're not having fun.

MAGICIAN

Magic has always fascinated many, yet few have been brave enough to actually master it. The elements are a difficult thing to control and they are not always kind to those who fail to properly contain them. Those who pursue becoming a Magician must give up everything else or they will not succeed.

Natural forces exist all around. Magicians are the ones who study and strive to weave and mold these forces to do their bidding. They begin with mastery of the basic elements such as fire and water and they work their way up to creating great Fireballs and conjuring near-indestructible barriers called Safety Walls. Magicians are a great addition to adventuring parties as they can help take down a monster faster with their elemental magic. Of course, they cannot stand toe-to-toe with most monsters or they will quickly be knocked out due to their low health. You will often see them running away from monsters while trying to cast spells from a distance.

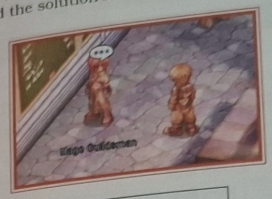
The quest to become a Magician is difficult, to say the least. It requires a good memory and a couple of long journeys from Geffen to other towns for components. It is not impossible though and those Novices determined enough will eventually become Magicians. Those who choose to pursue their studies further after this test can rise to become powerful Wizards or wise Sages.

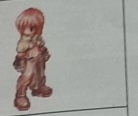
MAGICIAN STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
0	4	0	8	3	3

QUEST

To become a magician, go to the Mage Academy (North-West Geffen). Speak to the Mage Guildsman to apply for the test. She'll give you an empty test tube and the solution's number you must create.





Mage Guildsman
(geffen_in 165 120)

Go see the Bookshelf to learn the necessary ingredients and write down the "chemical ingredient" serial. Once you have the list of ingredients begin gathering them.

Mixture	Jellopy	Fluff	Milk	Solution	Serial:
1	2	3	1	Payon	8472
2	3	1	1	None	3735
3	6	1	0	Payon	2750
4	2	3	0	Morroc	5429

Bookshelf
(geffen_in 175 110)

Put everything in the Mixture machine and also give the "chemical ingredient" serial when requested.

Talk to the Mage Guildsman again and give her your result. If it is the correct mixture, she'll promote you to Mage class.

SKILLS

[Passive] Increase SP Recovery

Description: Restores SP every 10 seconds while stationary. Every skill level increases the SP restoration amount by 3. Maximum SP of the caster increases the SP restoration amount.

Level:	Effect:
Lv. 1	3 SP/Sec
Lv. 2	6 SP/Sec
Lv. 3	9 SP/Sec
Lv. 4	12 SP/Sec
Lv. 5	15 SP/Sec
Lv. 6	18 SP/Sec
Lv. 7	21 SP/Sec
Lv. 8	24 SP/Sec
Lv. 9	27 SP/Sec
Lv. 10	30 SP/Sec

[Offensive] Stone Curse

Description: A basic Mage skill which is mastered at lvl 10. Stone Curse, curses a target spending 1 Red Gemstone. The target will be stoned after few seconds, The HP amount of the target will be decreased by 1% every 5 seconds until the remaining amount of HP becomes 1. Cannot be used on boss monsters or the undead. The level and LUK stat of a target affects the skill duration. This skill makes the target become the Earth property for the skills duration.

Level:	Effect:	SP Cost:
Lv. 1	24% Chance	25
Lv. 2	28% Chance	24
Lv. 3	32% Chance	23
Lv. 4	36% Chance	22
Lv. 5	40% Chance	21
Lv. 6	44% Chance	20
Lv. 7	48% Chance	19
Lv. 8	52% Chance	18
Lv. 9	56% Chance	17
Lv. 10	60% Chance	16

Artwork from Gravity Corp.

[Offensive] Napalm Beat

Description: Damages an area 9 cells around the target with Ghost Property attack. The targets within the attack range receive damage. Has a 1 second delay after use.

Level:	Effect:	SP Cost:
Lv. 1	MATK * 0.8	9
Lv. 2	MATK * 0.9	9
Lv. 3	MATK * 1.0	9
Lv. 4	MATK * 1.1	9
Lv. 5	MATK * 1.2	9
Lv. 6	MATK * 1.3	9
Lv. 7	MATK * 1.4	9
Lv. 8	MATK * 1.5	9
Lv. 9	MATK * 1.6	9
Lv. 10	MATK * 1.7	9

[Offensive] Soul Strike

Description: Summon aggressive ancient ghosts which attack with ghost property on a desired target. At level 10, when summoned, the ghost delivers 5 consecutive blows.

Requirement: Lv. 5 Napalm Beat

Note: Has a casting delay of 0.5 Seconds

Level:	Effect:	SP Cost:
Lv. 1	1 Blow / 1 Sec Cast Time	15
Lv. 2	1 Blow / 0.5 Sec Cast Time	18
Lv. 3	2 Blows / 1 Sec Cast Time	21
Lv. 4	2 Blows / 0.5 Sec Cast Time	34
Lv. 5	3 Blows / 1 Sec Cast Time	27
Lv. 6	3 Blows / 0.5 Sec Cast Time	30
Lv. 7	4 Blows / 1 Sec Cast Time	33
Lv. 8	4 Blows / 0.5 Sec Cast Time	36
Lv. 9	5 Blows / 1 Sec Cast Time	39
Lv. 10	5 Blows / 0.7 Sec Cast Time	42

[Offensive] Fire Bolt

Description: A basic Mage skill which is mastered at lvl 10. Strike a target with fire falling from the sky. Skill level affects the number of fire bolts that the caster can use at a time. Has a delay after a use.

Level:	Effect:	SP Cost:
Lv. 1	1 Bolt, 0.7 Seconds Cast Time	12
Lv. 2	2 Bolts, 1.4 Seconds Cast Time	14
Lv. 3	3 Bolts, 2.1 Seconds Cast Time	16
Lv. 4	4 Bolts, 2.8 Seconds Cast Time	18
Lv. 5	5 Bolts, 3.5 Seconds Cast Time	20
Lv. 6	6 Bolts, 4.1 Seconds Cast Time	22
Lv. 7	7 Bolts, 4.8 Seconds Cast Time	24
Lv. 8	8 Bolts, 5.6 Seconds Cast Time	26
Lv. 9	9 Bolts, 6.3 Seconds Cast Time	28
Lv. 10	10 Bolts, 7 Seconds Cast Time	30

[Offensive] Fire Ball

Description: Summon a fire ball to collide with a target. The fire ball does splash damage around the target within a 5 by 5 cell area. The splashed damage deals 3/4 of the damage the target has taken. Skill level affects on the amount of damage. Has a 1 s delay before and after a use. Consumes 25 SP regardless of the skill level.

Requirement: Lv. 4 Fire Bolt

Level:	Effect:
Lv. 1	95% Matk
Lv. 2	100% Matk
Lv. 3	105% Matk
Lv. 4	110% Matk
Lv. 5	115% Matk
Lv. 6	120% Matk
Lv. 7	125% Matk
Lv. 8	130% Matk
Lv. 9	135% Matk
Lv. 10	140% Matk

[Offensive] Fire Wall

Description: Create a fire wall on the ground between a target and the caster. All monsters except the undead take 50% damage of the Magic attack strength of the caster and are knocked back at the same time when they attempt to walk across the fire wall. Skill level affects on the strength of fire wall. This skill is fire property and can be cast 3 walls at a time. Consumes 40 SP regardless of the skill level.

Requirement: Lv. 5 Fire Ball, and Lv. 1 Sight

Level:	Effect:
Lv. 1	3 times knockback, 4 second duration, 2 second cast time
Lv. 2	4 times knockback, 8 second duration, 1.85 second cast time
Lv. 3	5 times knockback, 12 second duration, 1.7 second cast time
Lv. 4	6 times knockback, 16 second duration, 1.55 second cast time
Lv. 5	7 times knockback, 20 second duration, 1.4 second cast time
Lv. 6	8 times knockback, 24 second duration, 1.25 second cast time
Lv. 7	9 times knockback, 28 second duration, 1.1 second cast time
Lv. 8	10 times knockback, 32 second duration, 0.95 second cast time
Lv. 9	11 times knockback, 36 second duration, 0.8 second cast time
Lv. 10	12 times knockback, 49 second duration, 0.65 second cast time

[Offensive] Lightening Bolt

Description: A basic Mage skill which is mastered at lvl 10. Strikes a target with lightening bolts. Skill level affects the number of bolts that the caster can summon at a time. Has a delay after use.

Level:	Effect:	SP Cost:
Lv. 1	1 Bolt, 0.7 Seconds Cast Time	12
Lv. 2	2 Bolts, 1.4 Seconds Cast Time	14
Lv. 3	3 Bolts, 2.1 Seconds Cast Time	16
Lv. 4	4 Bolts, 2.8 Seconds Cast Time	18
Lv. 5	5 Bolts, 3.5 Seconds Cast Time	20
Lv. 6	6 Bolts, 4.1 Seconds Cast Time	22
Lv. 7	7 Bolts, 4.8 Seconds Cast Time	24
Lv. 8	8 Bolts, 5.6 Seconds Cast Time	26
Lv. 9	9 Bolts, 6.3 Seconds Cast Time	28
Lv. 10	10 Bolts, 7 Seconds Cast Time	30

[Offensive] Thunderstorm

Description: Summons numerous lightning bolts on a chosen spot. The thunderstorm does splash damage in a 5 by 5 area around the chosen spot at the same time. 1 lightning bolt does 80% damage on the caster's magic attack strength. Skill level affects the number of lightning bolts the caster can summon at a time.

Requirement: Lv. 4 Lightening Bolt

Level:	Effect:	SP Cost:
Lv. 1	1 Second Cast Time	29
Lv. 2	2 Second Cast Time	34
Lv. 3	3 Second Cast Time	39
Lv. 4	4 Second Cast Time	44
Lv. 5	5 Second Cast Time	49
Lv. 6	6 Second Cast Time	54
Lv. 7	7 Second Cast Time	59
Lv. 8	8 Second Cast Time	64
Lv. 9	9 Second Cast Time	69
Lv. 10	10 Second Cast Time	74

Artwork from Gravity Corp.

[Offensive] Ice Bolt

Description: A basic Mage skill which is mastered at lvl 10. Strike a target with icy bolts falling from the sky. Skill level affects on the numbers of bolts that the caster can summon at a time. Suffers a delay after a use.

Level:	Effect:	SP Cost:
Lv. 1	1 Bolt, 0.7 Seconds Cast Time	12
Lv. 2	2 Bolts, 1.4 Seconds Cast Time	14
Lv. 3	3 Bolts, 2.1 Seconds Cast Time	16
Lv. 4	4 Bolts, 2.8 Seconds Cast Time	18
Lv. 5	5 Bolts, 3.5 Seconds Cast Time	20
Lv. 6	6 Bolts, 4.1 Seconds Cast Time	22
Lv. 7	7 Bolts, 4.8 Seconds Cast Time	24
Lv. 8	8 Bolts, 5.6 Seconds Cast Time	26
Lv. 9	9 Bolts, 6.3 Seconds Cast Time	28
Lv. 10	10 Bolts, 7 Seconds Cast Time	30

[Offensive] Frost Diver

Description: Attacks a target and freezes it by chance. Target frozen by Frost Diver skill become water property regardless of its own property. However, this skill doesn't work on boss and undead monsters, and has a delay after a use.

Requirement: Lv. 5 Cold Bolt

Level:	Effect:	SP Cost:
Lv. 1	110% Matk, 3 Second Duration, 38% Chance	25
Lv. 2	120% Matk, 6 Second Duration, 41% Chance	24
Lv. 3	130% Matk, 9 Second Duration, 44% Chance	23
Lv. 4	140% Matk, 12 Second Duration, 47% Chance	22
Lv. 5	150% Matk, 15 Second Duration, 50% Chance	21
Lv. 6	160% Matk, 18 Second Duration, 53% Chance	20
Lv. 7	170% Matk, 21 Second Duration, 56% Chance	19
Lv. 8	180% Matk, 24 Second Duration, 59% Chance	18
Lv. 9	190% Matk, 27 Second Duration, 61% Chance	17
Lv. 10	200% Matk, 30 Second Duration, 64% Chance	16

[Supportive] Sight

Description: Summons a spinning fireball around the caster that detects hidden enemies in a 7 by 7 area.

Note: Has a casting delay of 0.5 Seconds

Level:	SP Cost:
Lv. 1	10

[Supportive] Safety Wall

Description: Create a 1 cell barrier with a magic wall. It protects a character from physical melee attacks. Consumes 1 Blue Gemstone. Cannot be cast on the same cell twice. Skill level affects the number of hits the caster is protected from and the Skill Duration.

Requirement: Lv. 7 Napam Beat, Lv. 5 Soul Strike, and 1 Blue Gemstone

Level:	Effect:	SP Cost:
Lv. 1	Guards 2 Times, 4 Second Cast Time	30
Lv. 2	Guards 3 Times, 3.5 Seconds Cast Time	30
Lv. 3	Guards 4 Times, 3 Seconds Cast Time	30
Lv. 4	Guards 5 Times, 2.5 Seconds Cast Time	35
Lv. 5	Guards 6 Times, 2 Seconds Cast Time	35
Lv. 6	Guards 7 Times, 1.5 Seconds Cast Time	35
Lv. 7	Guards 8 Times, 1 Second Cast Time	40
Lv. 8	Guards 9 Times, 1 Second Cast Time	40
Lv. 9	Guards 10 Times, 1 Second Cast Time	40
Lv. 10	Guards 11 Times, 1 Second Cast Time	40

"The first time I saw a mage in-game, I immediately wanted to have one. I was awed by their large damage dealing amidst their low hit pont count. Truly, a mage or a wizard is a formidable character."

- MATSUKAZE, MAGE, TITANS GUILD OF ODIN

Artwork from Gravity Corp.

QUEST SKILLS

[Supportive] Energy Coat

Description: An exclusive skill for Mage class that requires Mage job level 35 and a quest.
Reduces the damage the caster takes from enemies by shielding the caster with a magical shield. Consumes 30 SP when cast, and continues to consume a certain amount of SP when attacked. Remaining SP amount of the caster affects on the damage and the additional SP consumption for the next attack. Can last 5 minutes for the maximum, however when the caster's SP amount becomes 0, the magic shield around the caster disappears. Only blocks physical attacks and has a 5 seconds casting time.

Level:	Damage Reduction:	SP Cost:
Lv. 1	6%	1%
Lv. 2	12%	1.50%
Lv. 3	18%	2.00%
Lv. 4	24%	2.50%
Lv. 5	30%	3.00%

Quest NPC:	Location:
Blizzardriss	geffen_in 151 119

Items Required:
1 Carat Diamond, 3 Glass Beads, 5 Shells, 1 Solid Shell

WIZARD

The studies of one enchanted by the lure of magic never truly ends. The might that can be gained from the elemental forces is something that many Magicians would loathe to let go of. With the ascension to the rank of Wizard, these mystic practitioners gain access to even mightier spells.

Wizards are the masters of destructive power. They can cast spells that rain lightning storms or fiery meteors upon their unsuspecting foes. They have a variety of spells that they can use to defeat monsters or to defend Guild Agits (castles) during siege (War of Emperium). However, their focus on their mastery of magic has made Wizards physically weak. To make up for this weakness, a spell called Energy Coat was developed. Wizards can learn this skill and it will help reduce physical damage to them, making them survive longer in battle.

Those who manage to survive and grow in magical might as Wizards are those who realize their own strengths and weaknesses. They will prefer to keep their distance and to incapacitate their enemies by using spells like Frost Driver, Stone Curse, Fire Pillar, or Quagmire. To be effective, Wizards must also train their manual Dexterity in order to be able to cast their spells before their opponents reach them. Wizards are a very important tactical piece in siege (War of Emperium) defense. Pity to the Knight who walks in unprepared against a Wizard's Storm Gust.

"What would you be willing to give up for true power?"

Artwork by Jojo Cunanan

WIZARD STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
1	8	1	12	6	2

QUEST

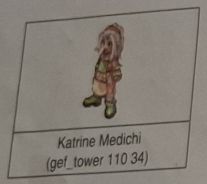
Talk to Katrine Medichi, you will be asked to collect a number of gem stones and bring them back to her.

Set 1:

10 Blue Gem
10 Red Gem
10 Yellow Gem

Set 2:

5 Red Blood
5 Green Live
5 Wind of Verdune
5 Crystal Blue



Katrine Medichi
(gef_tower 110 34)

Speak with Laurel and take the wizard exam. Answer 8-9 questions correctly to move on.

Set Question 1:

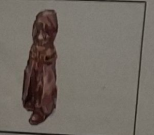
"Napalm Beat Level 4", "Water", "1.7 Times", "Red Gemstone", "Increase SP Recovery 6", "21", "Damage18% SP2%", "SP 40, 7times", "74", "Lightning Bolt"

Set Question 2:

"Pupa", "Flora", "Evil Druid", "200%", "Desert Wolf Babe", "Roda Frog", "Goblin with Hammer", "Caramel", "Ghostring", "Deviace"

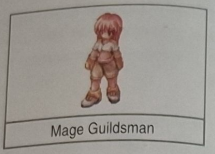
Set Question 3

"INT", "Earth", "Good to make money" , "Geffen", "Soldier Andre Card", "Great to Magic", "5", "Cap", "Blue Gemstone", "Magnolia Card"

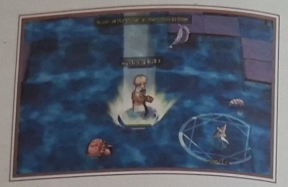


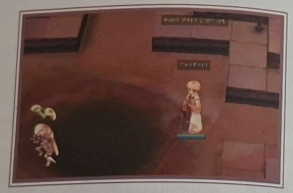
Laurel
(gef_tower 102 26)

Speak again with Laurel, and he will w[illegible]p you to a different room. Speak to the female N[illegible] and she will take you to the exam rooms. Inside [illegible] there will be 3 battles, each room has monsters o[illegible] a certain element Water, Fire and Earth. You will [illegible]e given 2 minutes to get through the 3 rooms.



Mage Guildsman





Once you have passed the pracical talk the NPC Katrine Medichi again for final job change.

SKILLS

[Offensive] Fire Pillar

Description: Creates a devastating pillar of fire that damages anything that steps on it.

Requirement: Lv. 1 Firewall

Note: Requires 1 Blue Gemstone per cast at Lv.6 or higher.

Level:	Effect:	SP Cost:
Lv. 1	3 Hits, 3 Second Delay	30
Lv. 2	4 Hits, 2.7 Delay	30
Lv. 3	5 Hits, 2.4 Delay	30
Lv. 4	6 Hits, 2.1 Delay	30
Lv. 5	7 Hits, 1.8 Delay	30
Lv. 6	8 Hits, 1.5 Delay	30
Lv. 7	9 Hits, 1.2 Delay	30
Lv. 8	10 Hits, 0.9 Delay	30
Lv. 9	11 Hits, 0.6 Delay	30
Lv. 10	12 Hits, 0.3 Delay	30

[Offensive] Sightrasher

Description: Only usable while using Sight. Spreads the fire ball around the caster to 8 directions, does fire damage and pushes back the enemies around the caster at the same time.
Has a 0.5 second casting time and a 2 seconds delay after a use.

Requirement: Lv. 1 Sight

Level:	Effect:	SP Cost:
Lv. 1	120% Matk, +1 Range	35
Lv. 2	140% Matk, +1 Range	37
Lv. 3	160% Matk, +2 Range	39
Lv. 4	180% Matk, +2 Range	41
Lv. 5	200% Matk, +3 Range	43
Lv. 6	220% Matk, +3 Range	45
Lv. 7	240% Matk, +4 Range	47
Lv. 8	260% Matk, +4 Range	49
Lv. 9	280% Matk, +5 Range	51
Lv. 10	300% Matk, +5 Range	53

[Offensive] Earth Spike

Description: Attacks a target by summoning a stone pillar from the ground. Has a 1 second delay.

Requirement: Lv. 1 Stone Curse

Level:	Effect:	SP Cost:
Lv. 1	1 Hit	12
Lv. 2	2 Hits	14
Lv. 3	3 Hits	16
Lv. 4	4 Hits	18
Lv. 5	5 Hits	20

[Offensive] Jupitel Thunder

Description: Throws a rolling ball of lightning that strikes a target multiple times. The target is forced back as many cells as the number of hits it has taken.

Requirement: Lv. 1 Napalm Beat, and Lv. 1 Lightening Bolt

Level:	Effect:	SP Cost:
Lv. 1	3 Hits, 2.5 Seconds Cast	20
Lv. 2	4 Hits, 3.0 Seconds Cast	23
Lv. 3	5 Hits, 3.5 Seconds Cast	26
Lv. 4	6 Hits, 4.0 Seconds Cast	29
Lv. 5	7 Hits, 4.5 Seconds Cast	32
Lv. 6	8 Hits, 5.0 Seconds Cast	35
Lv. 7	9 Hits, 5.5 Seconds Cast	38
Lv. 8	10 Hits, 6.0 Seconds Cast	41
Lv. 9	11 Hits, 6.5 Seconds Cast	44
Lv. 10	12 Hits, 7.0 Seconds Cast	47

[Offensive] Meteor Storm

Description: Summons meteors from the sky to the chosen spot to do fire splash damage around the spot. Skill level affects the number of meteors cast. Has a 15 second casting time regardless of the skill level.

Requirement: Lv. 1Thunderstorm, and Lv. 2 Sightrasher

Level:	Effect:	SP Cost:
Lv. 1	2 Meteors / 1 Hit	30
Lv. 2	3 Meteors / 1 Hit	34
Lv. 3	3 Meteors / 2 Hits	38
Lv. 4	4 Meteors / 2 Hits	42
Lv. 5	4 Meteors / 3 Hits	46
Lv. 6	5 Meteors / 3 Hits	50
Lv. 7	5 Meteors / 4 Hits	54
Lv. 8	6 Meteors / 4 Hits	58
Lv. 9	6 Meteors / 5 Hits	62
Lv. 10	7 Meteors / 5 Hits	66

[Offensive] Waterball

Description: Create a powerful water ball from the water under the caster that delivers numerous blows to a target. At lvl 1 this skill uses water within 1 cell, at lvl 2~3 this skill uses water within 3 by 3 area, at 4~5 this skill uses 5 by 5 area.

Requirement: Lv. 1 Cold Bolt, and Lv. 1Lightening Bolt

Note: Requires caster to be on water.

Level:	Effect:	SP Cost:
Lv. 1	1 hit	15
Lv. 2	9 hits	20
Lv. 3	9 hits	25
Lv. 4	25 hits	30
Lv. 5	25 hits	35

[Offensive] Frost Nova

Description: Freezes all enemies around a target, however the target is not frozen. Not usable on boss monsters. The freezing chance and the Skill Duration are the same as Frost Diver skill.

Requirement: Lv. 1 Frost Diver, Lv. 1 Ice Wall

Level:	Effect:	SP Cost:
Lv. 1	5 sec	45
Lv. 2	4.7sec	43
Lv. 3	4.4sec	41
Lv. 4	4.1sec	39
Lv. 5	3.8sec	37
Lv. 6	3.5sec	35
Lv. 7	3.2sec	33
Lv. 8	2.9sec	31
Lv. 9	2.7sec	29
Lv. 10	2.5sec	27

[Offensive] Storm Gust

Description: Summons blizzard on the chosen area. The enemies hit by the blizzard are forced back to random directions, the blizzard freezes enemies when hit 3 times.
However boss and undead monsters are impossible to freeze.
The blizzard summoned by this skill can hit up to 10 times. Has a 5 seconds delay after a use.

Requirement: Lv. 1 Frost Diver, and Level 3 Jupitel Thunder

Note: Maximum Hits that can be received from Storm Gust is 10.

Level:	Effect:	SP Cost:
Lv. 1	140% Atk / 6 Second Cast Time	20
Lv. 2	180% Atk / 7 Second Cast Time	20
Lv. 3	220% Atk / 8 Second Cast Time	20
Lv. 4	260% Atk / 9 Second Cast Time	20
Lv. 5	300% Atk / 10 Second Cast Time	20
Lv. 6	340% Atk / 11 Second Cast Time	20
Lv. 7	380% Atk / 12 Second Cast Time	20
Lv. 8	420% Atk / 13 Second Cast Time	20
Lv. 9	560% Atk / 14 Second Cast Time	20
Lv. 10	600% Atk / 15 Second Cast Time	20

[Offensive] Heavens Drive

Description: Summons large rocks to crush targets within a 5 by 5 area.

Requirement: Lv. 3 Earth Spike

Level:	Effect:	SP Cost:
Lv. 1	1 Hit	24
Lv. 2	2 Hits	28
Lv. 3	3 Hits	32
Lv. 4	4 Hits	36
Lv. 5	5 Hits	40

[Offensive] Lord of Vermillion

Description: Summons a fury of the heavens, raining down bolts of lightning and superheated air on the targeted area.

Requirement: Lv. 1 Thunderstorm, and Lv. 5 Jupitel Thunder

Level:	Effect:	SP Cost:
Lv. 1	15 Seconds Cast Time	60
Lv. 2	14.5 Seconds Cast Time	64
Lv. 3	14 Seconds Cast Time	68
Lv. 4	12 Seconds Cast Time	72
Lv. 5	11 Seconds Cast Time	76
Lv. 6	10 Seconds Cast Time	80
Lv. 7	9 Seconds Cast Time	84
Lv. 8	8 Seconds Cast Time	88
Lv. 9	7 Seconds Cast Time	92
Lv. 10	6 Seconds Cast Time	96

[Supportive] Ice Wall

Description: Shield 5 cells in front of the caster with ice wall. Consumes 50 of the wall durability every second, when being attacked, the wall durabilty is decreased as much as the damage amount it's taken. When the wall durabilty becomes 0, this skill is cancelled.

Requirement: Lv. 1 Frost Diver, and Lv. 1 Stone Curse

Level:	Effect:	SP Cost:
Lv. 1	400 Durability	20
Lv. 2	600 Durability	20
Lv. 3	800 Durability	20
Lv. 4	1000 Durability	20
Lv. 5	1200 Durability	20
Lv. 6	1400 Durability	20
Lv. 7	1600 Durability	20
Lv. 8	1800 Durability	20
Lv. 9	2000 Durability	20
Lv. 10	2200 Durability	20

[Supportive] Sense

Description: Allows it's user to analyze various information of a target such as the amount of HP/SP. If the caster's in a party, the whole party can see the same information.

Level:	SP Cost:
Lv. 1	10

[Supportive] Quagmire

Description: Create a marsh on the chosen ground within a 5 by 5 cell area. All characters coming into the marsh move with 50% of moving speed, also their AGI and DEX can be decreased by up to 25 points each. Can not be used on boss monsters, consumes 15 SP regardless of the skill level

Requirement: Lv. 1 Stone Curse

Level:	Effect:	SP Cost:
Lv. 1	Lasts 5 Seconds	15
Lv. 2	Lasts 10 Seconds	15
Lv. 3	Lasts 15 Seconds	15
Lv. 4	Lasts 20 Seconds	15
Lv. 5	Lasts 25 Seconds	15

BUILDS

Siege Wizard

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	1	1		2	
Agi	1	8	1	10	
Vit	39	1		40	
Int	96	12	2	110	
Dex	90	6	14	110	
Luk	9	2		11	

Equipment	Type
Head (Upper)	Apple of Archer
Head (Mid)	Phantom of Opera
Head (Lower)	Phantom of Opera
Armor	Formal Suit [Pecopeco Card]
Garment	Muffler [Raydric Card]
Shoes	Shoes [Matyr Card]
Right Hand	Staff [Drops Cardx3]
Left Hand	Guard [Thara Frog Card]
AccessoryA	Glove [Zerom Card]
AccessoryB	Glove [Zerom Card]

Artwork by Kei

Artwork from Gravity Corp.

Skill Name	Level
Firebolt	4
Fireball	5
Firewall	10
Sight	1
Cold Bolt	5
Frost Driver	10
Stone Curse	1
Napalm Beat	7
Increase SP Recovery	1
Lightningbolt	4
Thunderstorm	1
Jupital Thunder	10
Waterball	5
Storm Gust	10
Earth Spike	3
Heaven Drive	1
Quagmire	5
Soul Strike	5
Safety Wall	10
Remaining Skill Points	0

WIZARD TIPS

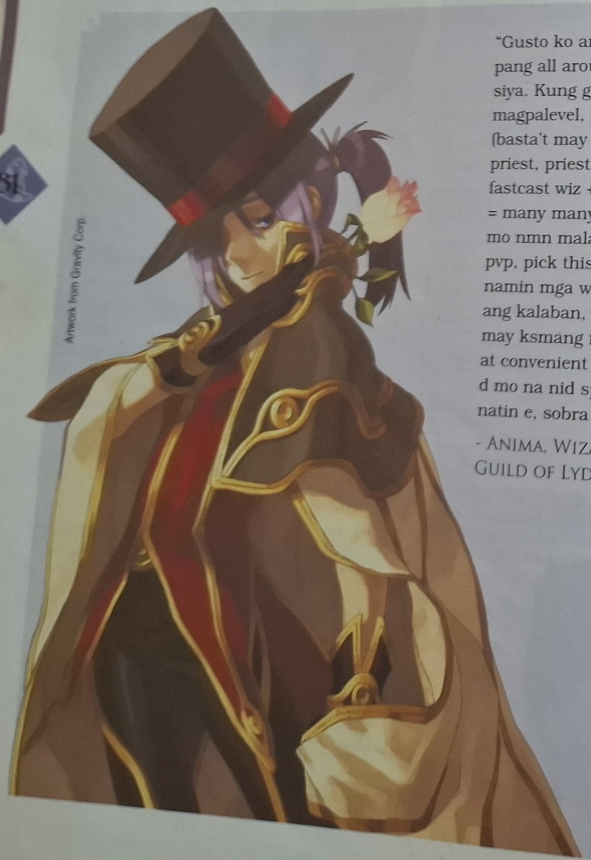
BY: [FC]WIZARD1, WIZARD, LEVEL 68, TRINITY BLOOD GUILD OF FENRIR

Creating a Wizard is not an easy task. If you misplace your stats and your skills, this can lead to disaster. Wizards are one of the strongest characters in pRO because of their massive damage and ability to stop a party dead on their tracks.

Fire Wall Mages are one of the more popular types. But for some Mages, they like to use Soul Strike. But the ultimate showstopper of all spells is Storm Gust.

For builds on stats, you should be able to balance between INT (for damage) or DEX (for casting time). This should depend on your role in the party or in PVP.

Here a few tips: A Wizard is primarily weak because of low DEF and HP. Leveling will be much better if accompanied with a full support Priest. I'd also like to think that there is no perfect build. Try to experiment or ask around. Your Wizard should be a reflection of your own personality.



Artwork from Gravity Corp.

"Gusto ko ang wizard dahil pang all around character siya. Kung gusto mong mabilis magpalevel, pick this char. (basta't may kasamang fs priest, priest = lure mob then fastcast wiz + suff= sg10 + lov = many many exp!!!). Kung gs2 mo nmn malakas na char sa pvp, pick this again, favorite namin mga wiz, pagnafrost na ang kalaban, alam na at pag may ksmang fs, killing machine at convenient pa gamitin dahil d mo na nid sp pots (taas na int natin e, sobra bihira maubos)."

- ANIMA, WIZARD, XANADU GUILD OF LYDIA

SAGE

There is a path of magic where one's interest is drawn towards the complex manipulation of the elements, rather than its sheer destructive potential. There are those who are curious as to how magic works, and not how much power one can weave into a Firebolt. These eternal students of magic gain wisdom and knowledge through their studies and they rightly adapt the title of Sage.

Knowing the subtle difference between 'knowing how to cast a Firewall' and 'knowing how a Firewall is cast' is what separates the Sage from the other spellcasters. Rather than pursuing larger and more spectacular spells, Sages study the very framework of magic itself. They are capable of destroying magic completely with skills like Dispel and Magic Rod. They can even prevent the most powerful of Wizard spells from being cast with the skill Land Protector. Sages become so adept at the use of magic that they can even walk and move while casting spells.

Sages often value the ability to cast spells very fast in order to cast their important counter spells before they are interrupted. Sages primarily increase their manual Dexterity to achieve this end. Some sages also improve their studies on their elemental spells, allowing them to be nearly as effective as Wizards when it comes to battle, but those who participate in War of Emperium sieges prefer to toughen up their bodies as Sages are one of the prime targets of opposing guilds. Regardless, almost all Sages learn the skill Land Protector and Dispel. These are their signature skills.

"How far would you go for knowledge?"

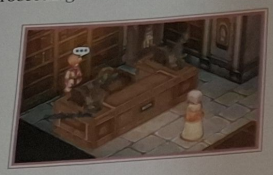
Artwork from Gravity Corp.

SAGE STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
5	5	3	8	5	3

QUEST

Make your way to the Sage Academy on the upper right island of Juno. As with other Job change quests, don't forget to spend all your Job Points before proceeding.



On the left side of the entrance of the Academy is Meteous Silf, the Academy Staff representative. Tell him that you would like to submit an application to the Sage Academy, and he will ask you for 70,000z or an Old Magic Book and a Necklace of Wisdom as an application fee.

Meteous Silf	yuno_in03 154 30

n/a

If you have more than 43,200z but less than 70,000z, you can mention that the fee is a bit steep and ask whether there is any other alternative. If you do so, you have the opportunity to collect materials in exchange for a reduced registration fee.

30,000z
50 Feather of Birds
50 Fluff
25 Iron Ore

After you submit the registration fee, you are asked to go down the hall to take a written exam about things that a Sage should know.

The Written Tester, Claytos Berdo, is in the left room in the corridor down the hall. He will give you a 20-item written exam that tests your knowledge of almost every topic in Rune-Midgard. There are three possible sets of questions.

Claytoss Berdo
(yuno_in03 107 171)

Test Set 1 Answers:

"Bunch of Flowers", "Prontera", "Alberta", "Aster", "Metaller", "Raydric", "Poison Spore", "Tomas Bishop", "Jim's Mother", "Leilah", "59", "Damage18% SP2%", "Earth", "35% / 140%", "Divine Protection", "2 / LUK +2", "Archer", "Mastella Fruit", "Tristan the Third", "Odin"

Test Set 2 Answers:

"Garnet", "Al de Baran", "Prontera", "Penomena", "Giearth", "Argos", "Marduk", "Windser Banedict", "Antonio", "Pavianne", "Napalm Beat 4", "18", "4", "45 / 80sec", "Skin Tempering", "1 / SP +20", "Thief", "Curse", "Geffenia", "Yggdrasil"

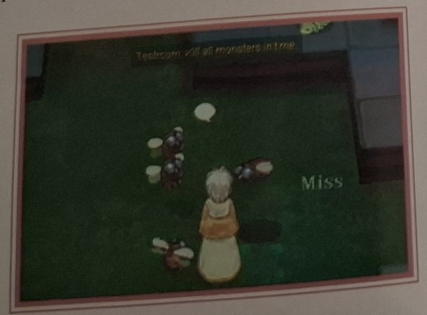
Test Set 3 Answers:

"Mantle", "Al de Baran", "Geffen", "Marin", "Smokie", "Drake", "Pecopeco Egg", "Barcadi", "Mocona", "Curly Sue", "SP 40, 7 times", "1.3 times", "1 Carat Diamond", "280% / 15", "Remove Trap", "0 / MDEF +5", "Magician", "Karvodailnirol", "The Heart of Ymir", "Emperium"

Go back the way you came in and go next door - the room on the right side of the corridor. The Practical Tester, Hermes Trees will send you to the Practical Test room if you are ready to take the exam.

Hermes Trees
(yuno_in03 163 178)

Inside the room is the Guide of Practical Test. Enter her Chatroom and wait for your turn. If there is nobody taking the test, the people inside the chatroom will enter the practical test map in the order that they entered the chatroom.
The test consists of a straight-out "destroy all monsters" scenario. You will have to kill (Aggro) Chonchons, (Aggro) Fabres, Lunatics and Whispers to pass.



If you fail to defeat the monsters in the time allotted to you (3 minutes), you will fail the test.

After you pass the test, Hermes will assign you to any of three professors to listen to their lectures.

At the end of the professors' lectures, you will be asked to bring 1 Animal Skin, 1 Trunk, 1 Feather of Birds, 1 Squid Ink and 1 Empty Bottle to write your thesis with. If ever you make a mistake in the thesis paper or stop writing it for any reason, you will need to collect another set of those items.

The History Professor, Sapien Lylees, is located in the lecture room at the far left end of the corridor. He will ask you the question: What is the Yggdrasil? (It is the Tree of the Root of the World). If you answer wrong, you will be penalized 10 points. You will then be asked to bring any product of the Yggdrasil Tree. (Yggdrasil Berry, Yggdrasil Seed or Yggdrasil Leaf - The item will not be taken.) If you bring a Yggdrasil Leaf, you will be penalized another 10 points (the point deductions have no bearing on your final results)

Sapien Lylees
(yuno_in03 58 177)

After you bring the items, Lylees will launch into a lecture. You will be told to write your thesis paper afterwards. If you didn't listen to the lecture, the right topics are listed below.

1.) The Giant Snake Jormungand
2.) Giant's Utgard
3.) The place we are living in, Midgard
4.) God's place, Asgard
5.) The big Ash tree
6.) Asgard, Jotumheim, Niflheim
7.) Restores their HP/SP to the maximum

Lylees will check your progress every few lines. If you write about the wrong topic, you will have to rewrite the whole paper.

Ruthy Celsus
(yuno_in03 32 99)

The Biology Professor, Ruthy Celsus, can be found in the innermost room of the Monster Museum. He will send you on field trips to obtain practical research. Your first field trip will be to obtain any of three lists of items.

5 Tentacle	5 Nipper
5 Single Cell	5 Clam Flesh
5 Fish Tail	5 Heart of Mermaid
5 Tendon	
5 Nipper	
5 Sharp Scale	

After you return with the items, you will be given a 2-question pop quiz. The answers are:

1.) Their Property is Water / Their Race is Fish.
2.) It's Lightening Bolt / It's Thunderstorm

After the lecture on Fish/Water Monsters, you will be sent out on another collection trip. You will have to obtain any of four lists of items.

5 Spider Web	5 Horn
5 Shell	5 Snail's Shell
5 Insect Feeler	5 Moth Dust
5 Mantis Scythe	5 Spider Web
5 Worm Peeling	5 Mantis Scythe
5 Rainbow Shell	5 Solid Shell

After the second field trip, you will have to write a paper. Fortunately, there is only one choice for each topic. (You must have kept very good notes...)

Evecy Georgy
(yuno_in03 240 29)

Evecy Gregory, the Physics Professor, can be found in the Somatology Lab. He will treat you to a lecture on Elemental Properties. But first, you have to collect 30 Stones for him.

After taking him the 30 Stones, he will turn them into a Wind of Verdure, a Green Live and a Crystal Blue. He will give them to you and ask you for 50 Arrow of Wind, 50 Stone Arrow and 50 Crystal Arrows this time.

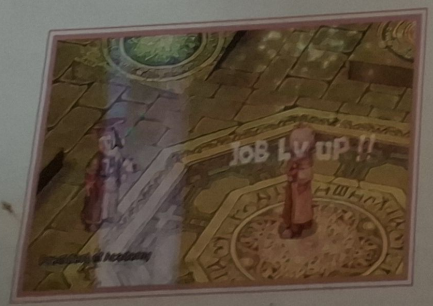
After taking him the arrows, he will ask you to bring him 1 Holy Water for his final lecture.

The paper you write with Gregory's lecture is strange. It starts out as a treatise on elemental properties and monsters, but can suddenly ramble on towards Porings and Red Potions, taking risks in combat or a debate on who the cutest NPC is and how Acolytes look good in Bunny Bands. It doesn't really matter how you finish your paper - the University President will accept it all the same.

After writing your Thesis paper, you will receive a Book[3], which represents your thesis. Do not lose it, as you cannot become a Sage if you do not submit it to the President of the Academy for review.

Kayron Grig
(yuno_in02 42 61)

The President of the Academy, Kayron Grig, is located at the right-most hall of the University. He will review your thesis. If you have your Book with you, it will automatically be awarded a passing grade. (Your professors should have made sure of that ^^) After commenting on your work, you will have graduated. Congratulations, you are now a full-fledged Sage!



SKILLS

[Passive] Advanced Book

Description: Increases book class weapon damage.

Level:	Effect:
Lv. 1	ATK +3
Lv. 2	ATK +6
Lv. 3	ATK +9
Lv. 4	ATK +12
Lv. 5	ATK +15
Lv. 6	ATK +18
Lv. 7	ATK +21
Lv. 8	ATK +24
Lv. 9	ATK +27
Lv. 10	ATK +30

[Passive] Free Cast

Description: Free Cast allows its user to move and attack while casting magic spells. Skill level affects move and attack speed.

Requirement: Lv. 1 Cast Cancel

Level:	Effect:
Lv. 1	Move Speed: 30% ASPD: 55%
Lv. 2	Move Speed: 35% ASPD: 60%
Lv. 3	Move Speed: 40% ASPD: 65%
Lv. 4	Move Speed: 45% ASPD: 70%
Lv. 5	Move Speed: 50% ASPD: 75%
Lv. 6	Move Speed: 55% ASPD: 80%
Lv. 7	Move Speed: 60% ASPD: 85%
Lv. 8	Move Speed: 65% ASPD: 90%
Lv. 9	Move Speed: 70% ASPD: 95%
Lv. 10	Move Speed: 75% ASPD: 100%

[Passive] Dragonology

Description: Increase resistance and damage against Dragon class monsters

Requirement: Lv. 9 Advanced Book

Level:	Effect:
Lv. 1	4% Resistance and ATK bonus
Lv. 2	8% Resistance and ATK bonus
Lv. 3	12% Resistance and ATK bonus
Lv. 4	16% Resistance and ATK bonus
Lv. 5	20% Resistance and ATK bonus

Artwork from Gravity Corp.

[Supportive] Sense

Description: Gives you game statistics for the targeted monster. Costs 10 SP each time it is used.

[Supportive] Cast Cancel

Description: Only usable while casting a magic spell. Allows its user to cancel a magic spell while casting. When cancelled, still the magic spell consumes the required SP, however skill level reduces the required SP for canceled magic spell. Consumes 2 SP

Level:	Effect:
Lv. 1	Consume 90% of spell SP
Lv. 2	Consume 70% of spell SP
Lv. 3	Consume 50% of spell SP
Lv. 4	Consume 30% of spell SP
Lv. 5	Consume 10% of spell SP

[Offensive] Dispel

Description: Cancels buffs. Removes all buffs on a target. Doesn't consume gems when failed. Consumes 1 yellow gemstone. If person is part of a party effect removes effect of party buff only for that person.

Level:	Effect:
Lv. 1	60% chance to dispel
Lv. 2	70% chance to dispel
Lv. 3	80% chance to dispel
Lv. 4	90% chance to dispel
Lv. 5	Automatically Dispel

[Supportive] Auto Spell

Description: Allows casting of a spell while physically attacking an enemy. Spells consume 2/3 the amount of the required SP. However the caster cannot choose skills that he or she has not learned yet.
If a chosen skill's level is 3, this skill casts the skill within the level from 1 to 3 randomly. Consumes 35 SP for casting.

Requirement: Lv. 4 Free Cast

Level:	Effect:
Lv. 1	Chance: 7% Skill Duration: 120sec
Lv. 2	Chance: 8% Skill Duration: 150sec
Lv. 3	Chance: 9% Skill Duration: 180sec
Lv. 4	Chance: 10% Skill Duration: 210sec
Lv. 5	Chance: 11% Skill Duration: 240sec
Lv. 6	Chance: 12% Skill Duration: 270sec
Lv. 7	Chance: 13% Skill Duration: 300sec
Lv. 8	Chance: 14% Skill Duration: 330sec
Lv. 9	Chance: 15% Skill Duration: 360sec
Lv. 10	Chance: 16% Skill Duration: 390sec

[Offensive] Earth Spike

Description: Earth Spike calls out a stone spike to pierce out from the ground to damage an enemy.

Requirement: Lv. 1 Stone Curse

Level:	Effect:
Lv. 1	1 Hit / 1 Second Cast Time 12sp
Lv. 2	2 Hit / 2 Second Cast Time 14sp
Lv. 3	3 Hit / 3 Second Cast Time 16sp
Lv. 4	4 Hit / 4 Second Cast Time 18sp
Lv. 5	5 Hit / 5 Second Cast Time 20sp

[Offensive] Heaven's Drive

Description: Summons large rocks to crush targets within a 5 by 5 area.

Requirement: Lv. 3 Earth Spike

Level:	Effect:
Lv. 1	1 Hit / 1 Second Cast Time
Lv. 2	2 Hit / 2 Second Cast Time
Lv. 3	3 Hit / 3 Second Cast Time
Lv. 4	4 Hit / 4 Second Cast Time
Lv. 5	5 Hit / 5 Second Cast Time

[Supportive] Magic Rod

Description: Allows its caster to absorb the SP amount for a skill use an enemy uses for magic spells (except area of effect spells) instead of physical damage. Consumes 2 SP per skill use. If the enemy uses Spell Breaker and the caster counters it using Magic Rod, the enemy will lose SP equal to 20% of the caster This skill doesn't work with Waterball.

Requirement: Lv. 4 Advance Book

Level:	Effect:
Lv. 1	Absorb Window: 0.4sec SP Use: 20%
Lv. 2	Absorb Window: 0.6sec SP Use: 40%
Lv. 3	Absorb Window: 0.8sec SP Use: 60%
Lv. 4	Absorb Window: 1.0sec SP Use: 80%
Lv. 5	Absorb Window: 1.2sec SP Use: 100%

[Supportive] Lightning Loader

Description: Endows Wind property on a weapon of a party member. Skill level affects skill failure chance. Consumes 40 SP regardless of the skill level, lasts 20 minutes. Requires 1 Wind of Verdure per skill use.

Requirement: Lv. 1 Lightning Bolt, Lv. 5 Advanced Book

Level:	Effect:
Lv. 1	Chance to Succeed: 80%
Lv. 2	Chance to Succeed: 85%
Lv. 3	Chance to Succeed: 90%
Lv. 4	Chance to Succeed: 95%
Lv. 5	Chance to Succeed: 100%

[Supportive] Frost Weapon

Description: Endows Water property on a weapon of a party member. Skill level affects skill failure chance. Consumes 40 SP regardless of the skill level, lasts 20 minutes. Requires 1 Crystal Blue per skill use.

Requirement: Lv. 1 Ice Bolt, and Lv. 5 Advanced Book

Level:	Effect:
Lv. 1	Chance to Succeed: 80%
Lv. 2	Chance to Succeed: 85%
Lv. 3	Chance to Succeed: 90%
Lv. 4	Chance to Succeed: 95%
Lv. 5	Chance to Succeed: 100%

[Supportive] Flame Launcher

Description: Endows Fire property on a weapon of a party member. Skill level affects skill failure chance, Consumes 40 SP regardless of the skill level, lasts 20 minutes. Requires 1 Red Blood per skill use.

Requirement: Lv. 1 Firebolt, and Lv. 5 Advanced Book

Level:	Effect:
Lv. 1	SP absorbed: 0%
Lv. 2	SP absorbed: 25%
Lv. 3	SP absorbed: 50%
Lv. 4	SP absorbed: 75%
Lv. 5	SP absorbed: 100%

[Supportive] Seismic Weapon

Description: Endows Earth property on a weapon of a party member. Skill level affects skill failure chance, Consumes 40 SP regardless of the skill level, lasts 20 minutes. Requires 1 Green Live per skill use.

Requirement: Lv. 1 Stone Curse, and Lv. 5 Advanced Book

Level:	Effect:
Lv. 1	Chance to Succeed: 80%
Lv. 2	Chance to Succeed: 85%
Lv. 3	Chance to Succeed: 90%
Lv. 4	Chance to Succeed: 95%
Lv. 5	Chance to Succeed: 100%

[Supportive] Spell Breaker

Description: Cancels a magic spell that an enemy's casts, and absorbs the SP amount required for the spell. This skill pierces the ability of the Phen card.
If the enemy uses Spell Breaker and the caster counters the Spell Breaker using Magic Rod, the enemy will lose SP equal to 20% of the caster's SP.
This skill consumes 2 SP regardless of the skill level.

Requirement: Lv. 1 Magic Rod

Level:	Effect:
Lv. 1	SP absorbed: 0%
Lv. 2	SP absorbed: 25%
Lv. 3	SP absorbed: 50%
Lv. 4	SP absorbed: 75%
Lv. 5	SP absorbed: 100%

[Supportive] Violent Gale

Description: Create an area on the ground which magnetically amplifies all Wind attacks and the Flee Rates of characters wearing Wind Element Armor or posessing Wind Property. Improves damage of characters wielding Wind-property weapons. Lasts 3 minutes, requires 1 Yellow Gemstone for a skill use. Cannot be double casted, also cannot be double casted with other ground skills except other ground elemental spells that are casted right before this spell is cast. Fire wall lasts 1.5 times longer in this area. Ice Wall can not be cast in this area, nor can any other ground skills.

Requirement: Lv. 2 Lightning Loader

Level:	Effect:
Lv. 1	+10%fireATK +3 flee Range 5 48sp
Lv. 2	+14%FireATK +6 Flee Range 5 46sp
Lv. 3	+17%FireATK +9 flee Range 7 44sp
Lv. 4	+19%FireATK +12 Flee Range 7 42sp
Lv. 5	+20%FireATK +15 Flee Range 9 40sp

[Supportive] Deluge

Description: Create an area on the ground which magically amplifies all the water attacks and increases the maximum HP of water attribute characters. Improves damage of characters wielding Water-property weapons. Allows use of Water Ball and Aqua Benedicta. Other ground skills effects do not stack with Deluge. Lasts 3 minutes, requires 1 Yellow Gemstone. Cannot be double casted, also cannot be stacked with other ground skills except certain skill(i.e - Volcano, Deluge, Magnetic Earth, Whirlwind) that is cast right before this skill casted. Ice Wall can not be casted in this area, ground skills effects do not stack within the area.

Requirement: Lv. 2 Frost Weapon

Level:	Effect:
Lv. 1	+10%atk +5%hp Range 5 48sp
Lv. 2	+14%atk +9%hp Range 5 46sp
Lv. 3	+17%atk +12%hp Range 7 44sp
Lv. 4	+19%atk +14%hp Range 7 42sp
Lv. 5	+20%atk +15%hp Range 9 40sp

[Supportive] Volcano

Description: Create an area on the ground which magnetically amplifies all fire attacks and the attacks of characters wearing Fire Element Armor or posessing Fire Property. Improves damage of characters wielding Fire-property weapons. Lasts 3 minutes, requires 1 Yellow Gemstone for a skill use. Cannot be double casted, also cannot be double casted with other ground skills except other ground elemental spells that are casted right before this spell is cast. Ice Wall can not be cast in this area, nor can any other ground skills.

Requirement: Lv. 2 Flame Launcher

Level:	Effect:
Lv. 1	+10%FireATK +10 ATK Range 5 48sp
Lv. 2	+14%FireATK +20 ATK Range 5 46sp
Lv. 3	+17%FireATK +30ATK Range 7 44sp
Lv. 4	+19%FireATK +40 ATK Range 7 42sp
Lv. 5	+20%FireATK +50 ATK Range 9 40sp

[Supportive] Abracadabra

Description: Cast a random skill. Skill level affects the number of skills that you can potentially cast. Consumes 50 SP and 2 Yellow Gemstones regardless of the skill level.

Requirement: Lv. 5 Auto Spell, Lv. 1 Dispel, and Lv. 1 Land Protector

[Supportive] Land Protector

Description: Creates an area on the ground that blocks all magic spells in which target the ground. Cancels previous ground magic already casted within the targeted area. Other ground skills can not be cast within the area. Requires 1 Blue Gemstone and 1 Yellow Gemstone for a use. This spell cannot be double cast, also it cannot be cast with other ground skills except certain elemental ground skills that are cast right before casting Land Protector.

Requirement: Lv. 3 Volcanno, Lv. 3 Deluge, and Lv. 3 Violent Gale

Level:	Effect:
Lv. 1	Range: 7 cells Duration: 2min SP: 66
Lv. 2	Range: 7 cells Duration: 2min 45sec SP: 62
Lv. 3	Range: 9 cells Duration: 3min 30sec SP: 58
Lv. 4	Range: 9 cells Duration: 4min 15sec SP: 54
Lv. 5	Range: 11 cells Duration: 5min SP: 50

"This is the best character when you are in PVP and faced with a wizard or monk. Sages are invulnerable to them due to their Magic Rod skill and Spell Breaker. In addition, their best elemental skill-support which are very useful when leveling."

- Ralphy, Sage, of Loki

Siege Sage

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	5	5		20	
Agi	9	6		15	
Vit	57	3		60	
Int	80	10		90	
Dex	94	16		110	
Luk	1	3		4	

Equipment	Type
Head (Upper)	Poo Poo Hat
Head (Mid)	Phantom of Opera
Head (Lower)	Phantom of Opera
Armor	Formal Suit (Marc)
Garment	Muffler (Raydric)
Shoes	Shoes (Matyr)
Right Hand	Staff (Dropsx3)
Left Hand	Guard (Thara Frog)
AccessoryA	Glove (Zerom)
AccessoryB	Glove (Zerom)

Skill Name	Level
Firebolt	10
Sight	1
Napalm Beat	7
Soul Strike	9
Safety Wall	10
Stone Curse	10
Cold Bolt	1
Lightning Bolt	1
Advanced Book	5
Magic Rod	1
Spell Breaker	5
Dispell	5
Cast Cancel	1
Free Cast	10
Lightning Loader	2
Violent Gale	3
Frost Weapon	2
Deluge	5
Land Protector	5
Flame Launcher	2
Volcano	3
Remaining Skill Points	0

SAGE

BY JOHN ALLANEGUI, OF FENRIR

I have always been interested by the magical arts in Ragnarok. As a Priest, where I always have to pair up with Wizards, I can clearly see the sheer power of their skills. When the 2-2 jobs came to pRO, the Sages caught my attention. One ordinary day in the PvP room, I saw a Sage for the very first time. A Wizard and a Sage were playing in a friendly battle. The Wizard was casting his spells like Jupitel Thunder, Fire Bolt, and the like, but the Sage was unaffected by the spells by using the skill, Magic Rod. When the Sage was casting his Cold Bolt, I noticed that he was walking! Right there and then, the inspiration of making a Sage myself was sparking inside of me.

My Sagehood is really an enjoying experience. I enjoy catching the damage of the enemy's skill with my Magic Rod. I enjoy enchanting the ground and enchanting my comrade's weapon with an elemental attribute. I love using my Spell Breaker to annoy all those magic users. And Dispell is very useful in removing the buffs of a target.

Being a Sage is not an easy task. Your eyes should be quick to catch unwanted skills, know the elemental weakness of target, and you must be able to keep your zennies up to maintain your gems. Overall, the Sage class is a fulfilling experience and it is a great road to follow if you want to be more adept at using your magic. ^_^

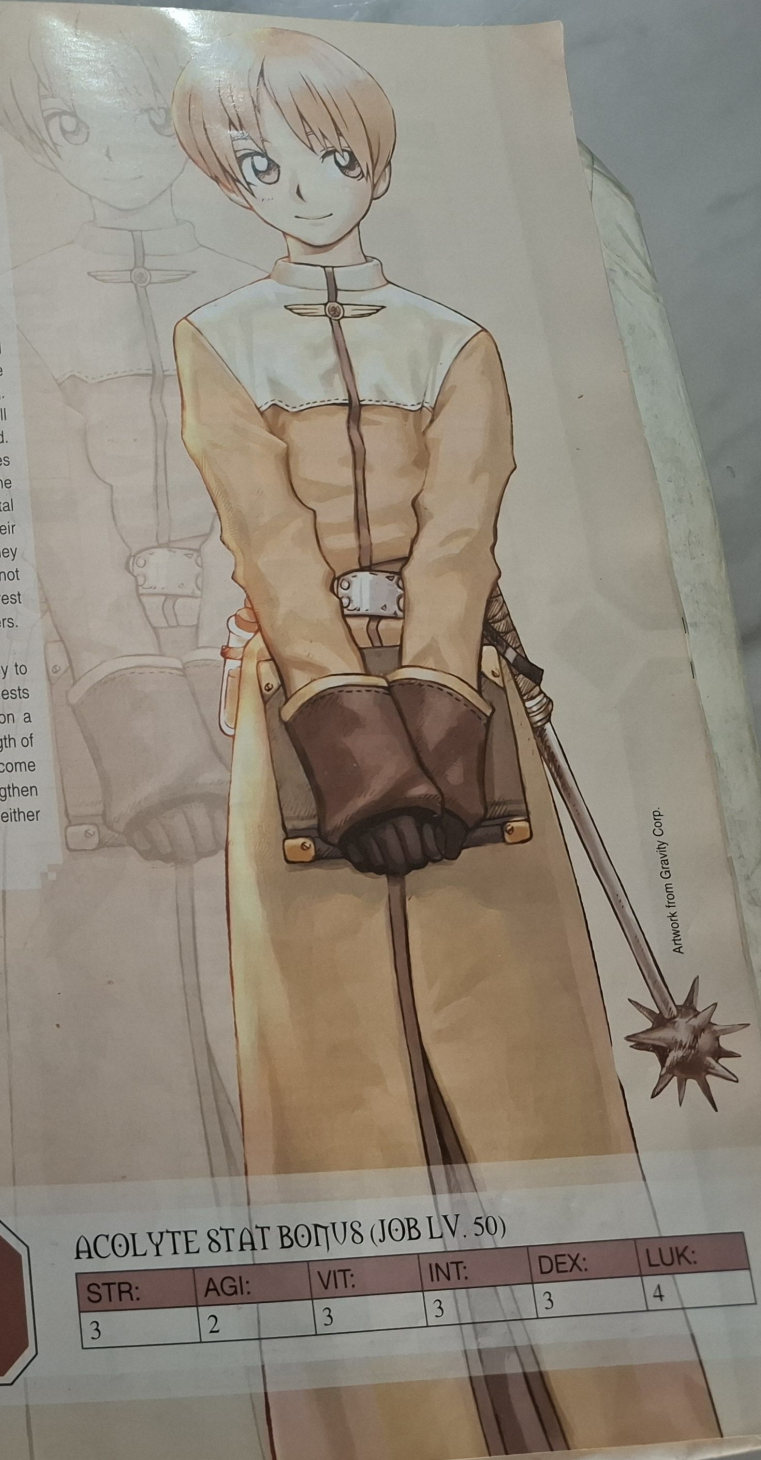
Artwork from Gravity Corp.

ACOLYTE

There are those who maintain their strength deep in their hearts rather than in their sword arm. Though not any less determined than others to protect what they hold dear, Acolytes prefer to follow a different path in order to achieve their goals.

Belief and faith empowers all Acolytes. They can call upon this inner strength to heal the injured and they can call upon the same powers to weaken the undead or demons that seek to harm the living. Many look towards Acolytes as saviors and they will ask for blessing and healing when they are in need. This doesn't come as a surprise as only Acolytes can channel divine power to benefit others in the form of Bless or Increase Agility. Acolytes are vital in adventuring parties because they can keep their comrades from collapsing due to injuries and they can help them recover faster. Acolytes are not limitless in ability though and they will have to rest eventually before they can continue aiding others.

Novices who wish to become Acolytes journey to the great city of Prontera to speak with the priests in the church. They are then asked to go on a pilgrimage to test their patience and the strength of their faith. Those who pass are allowed to become Acolytes and they can then continue to strengthen their beliefs or their bodies to become either respected Priests or focused Monks.



Artwork from Gravity Corp.

ACOLYTE STAT BONUS (JOB LV. 50)

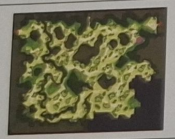
STR:	AGI:	VIT:	INT:	DEX:	LUK:
3	2	3	3	3	4

QUEST

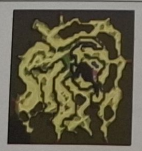
Go to the Prontera Church, talk to the Cleric [Father Mareusis]. He will then ask you to visit one of the 3 Asetics. Follow his instructions and search for the Asetic.

Father Mareusis	prt_church 184 41

Speak with Father Rubalkabura, then return to Prontera church and speak to Father Mareusis to complete your pilgrimage to being an Acolyte.

	
Father Rubalkabura	prt_fild03 365 255

Speak with Father Yosuke, then return to Prontera church and speak to Father Mareusis to complete your pilgrimage to being an Acolyte.

	
Father Yosuke	prt_fild00 208 218

Speak with Mother Marthilda, then return to Prontera church and speak to Father Mareusis to complete your pilgrimage to being an Acolyte.

Mother Marthilda	moc_fild07 41 355

Artwork from Gravity Corp.

SKILLS

[Passive] Divine Protection

Description: Decreases damage from demon and undead monsters.

Level:	Effect / SP Cost:
Lv. 1	Vit Def +3
Lv. 2	Vit Def +6
Lv. 3	Vit Def +9
Lv. 4	Vit Def +12
Lv. 5	Vit Def +15
Lv. 6	Vit Def +18
Lv. 7	Vit Def +21
Lv. 8	Vit Def +24
Lv. 9	Vit Def +27
Lv. 10	Vit Def +30

[Passive] Demon Bane

Description: Increased damage against demon/undead

Requirement: Lv. 3 Divine Protection

Level:	Effect / SP Cost:
Lv. 1	Damage +3 vs. demon or undead
Lv. 2	Damage +6 vs. demon or undead
Lv. 3	Damage +9 vs. demon or undead
Lv. 4	Damage +12 vs. demon or undead
Lv. 5	Damage +15 vs. demon or undead
Lv. 6	Damage +18 vs. demon or undead
Lv. 7	Damage +21 vs. demon or undead
Lv. 8	Damage +24 vs. demon or undead
Lv. 9	Damage +27 vs. demon or undead
Lv. 10	Damage +30 vs. demon or undead

Artwork from Gravity Corp.

[Recovery] Heal

Description: Heal can restore a target's lost HP. This skill can also be used to damage the undead by SHIFT+clicking this skill on an undead monster.

Level:	SP Cost:
Lv. 1	13 SP
Lv. 2	16 SP
Lv. 3	19 SP
Lv. 4	22 SP
Lv. 5	25 SP
Lv. 6	28 SP
Lv. 7	31 SP
Lv. 8	34 SP
Lv. 9	37 SP
Lv. 10	40 SP

[Recovery] Cure

Description: Dispels a status abnormality afflicted on a target. Cures Blindness and Silence

Requirement: Lv. 2 Heal

Level:	SP Cost:
Lv. 1	15 SP

[Supportive] Aqua Benedicta

Description: Creates 1 bottle of Holy Water.

Requirement: 1 Empty Bottle and Acolyte must be standing on water.

Level:	SP Cost:
Lv. 1	10 SP

[Supportive] Angelus

Description: Boosts Vitality Defence of the party

Requirement: Lv. 3 Divine Protection

Level:	Effect / SP Cost:
Lv. 1	105% Vitality Defence, -23 SP
Lv. 2	110% Vitality Defence, -26 SP
Lv. 3	115% Vitality Defence, -29 SP
Lv. 4	120% Vitality Defence, -32 SP
Lv. 5	125% Vitality Defence, -35 SP
Lv. 6	130% Vitality Defence, -38 SP
Lv. 7	135% Vitality Defence, -41 SP
Lv. 8	140% Vitality Defence, -44 SP
Lv. 9	145% Vitality Defence, -47 SP
Lv. 10	150% Vitality Defence, -50 SP

Artwork by Ryan Orosco

[Supportive] Blessing

Description: Increases target's Strength, Dexterity and Intelligence.

Requirement: Lv. 5 Divine Protection

Level:	Effect / SP Cost:
Lv. 1	+1 Str, Dex & Int -28 SP
Lv. 2	+2 Str, Dex & Int -32 SP
Lv. 3	+3 Str, Dex & Int, -36 SP
Lv. 4	+4 Str, Dex & Int -40 SP
Lv. 5	+5 Str, Dex & Int -44 SP
Lv. 6	+6 Str, Dex & Int -48 SP
Lv. 7	+7 Str, Dex & Int -52 SP
Lv. 8	+8 Str, Dex & Int -56 SP
Lv. 9	+9 Str, Dex & Int -60 SP
Lv. 10	+10 Str, Dex & Int -64 SP

[Supportive] Signum Crucis

Description: Reduces defence of undead and demon monsters. Costs 35 SP

Requirement: Lv. 3 Demon Bane

Level:	Effect / SP Cost:
Lv. 1	Defense - 3%
Lv. 2	Defense -6%
Lv. 3	Defense -9%
Lv. 4	Defense -12%
Lv. 5	Defense -15%
Lv. 6	Defense -18%
Lv. 7	Defense -21%
Lv. 8	Defense -24%
Lv. 9	Defense -27%
Lv. 10	Defense -30%

[Supportive] Ruwach

Description: Ruwach brings forth divine light-spheres to reveal hidden enemies. Covers a 5 by 5 area.

Level:	SP Cost:
Lv. 1	10 SP

[Supportive] Teleport

Description: Provides teleportation for the user. Costs 9 SP to use.

Requirement: Lv. 1 Ruwach

Level:	Effect / SP Cost:
Lv. 1	Random Teleportation
Lv. 2	Return to last saved point

[Supportive] Increase AGI

Description: Increase AGI allows you to temporarily increase a target's Attack Speed, Flee rate and Walking Speed.

Requirement: Lv. 3 Heal

Level:	Effect / SP Cost:
Lv. 1	HP -15 SP -18 AGI +3 Duration 65 Secs
Lv. 2	HP -15 SP -21 AGI +4 Duration 80 Secs
Lv. 3	HP -15 SP -24 AGI +5 Duration 95 Secs
Lv. 4	HP -15 SP -27 AGI +6 Duration 110 Secs
Lv. 5	HP -15 SP -30 AGI +7 Duration 125 Secs
Lv. 6	HP -15 SP -33 AGI +8 Duration 140 Secs
Lv. 7	HP -15 SP -36 AGI +9 Duration 155 Secs
Lv. 8	HP -15 SP -39 AGI +10 Duration 170Secs
Lv. 9	HP -15 SP -42 AGI +11 Duration 185 Secs
Lv. 10	HP -15 SP -45 AGI +12 Duration 200 Secs

[Supportive] Decrease AGI

Description: Reduce target's walk speed by 20% and a fixed amount of agi

Requirement: Lv. 1 Increase Agi

Level:	Effect / SP Cost:
Lv. 1	- 3 Agility
Lv. 2	- 4 Agility
Lv. 3	- 5 Agility
Lv. 4	- 6 Agility
Lv. 5	- 7 Agility
Lv. 6	- 8 Agility
Lv. 7	- 9 Agility
Lv. 8	- 10 Agility
Lv. 9	- 11 Agility
Lv. 10	- 12 Agility

[Supportive] Pneuma

Description: Creates a glowing beacon for protection against all ranged attacks for any character that stands on or beside it.

Requirement: Lv. 4 Warp Portal

Level:	SP Cost:
Lv. 1	10 SP

[Active] Warp Portal

Description: Opens a warp to a memo spot. Costs 26 SP

Requirement: Lv. 2 Teleport and 1 Blue Gemstone

Level:	Effect / SP Cost:
Lv. 1	Save Point Only
Lv. 2	1 Memo & Save Point
Lv. 3	2 Memo & Save Point
Lv. 4	3 Memo & Save Point

QUEST SKILLS

[Offensive] Holy Light

Description: Attack enemy with Holy Light.

Level:	Casting Time:	SP Cost:
Lv.1	2 seconds	15

Quest NPC:	Location:
Acolyte Cliffer	prt _church 173 20

Items Required:

Opal
Crystal Blue
Rosary

Artwork by Ryan Orosco

PRIEST

The way of the sword is sometimes not the path that some adventurers wish for. These are the people who feel that they have a greater calling. Acolytes who want to be more helpful to others strengthen their faith and their beliefs to pass a test of danger and temptation. Those who succeed and do not succumb to the fear of the undead and the sweet whispers of demons are ordained as Priests.

Priests are one of the core pillars of society in Rune Midgard. Without these benevolent healers, many great adventurers and guilds would not have risen up to the high ranks they now hold. Priests can mold the divine powers granted onto them to heal others or to strengthen their comrades. They can open up Warp Portals to transport people to different areas and they have a host of skills that are beneficial to any adventuring party. Priests are also the bane of demons and the undead and they have the ability to make ghouls and wraiths instantly crumble to dust.

Knowing the skills of healing and beneficial magic isn't enough to make one a Priest. Priests must also understand the needs of others. There are many who will ask for aid and one Priest cannot heal everyone. Priests will have to know patience and be kind, even when turning down a plea for help. Priests are capable of mixing their skills for support, though some prefer to learn the skill Magnus Exorsismus to help them purge the world of demons and undead. Learning this skill can limit the Priests's supportive abilities.

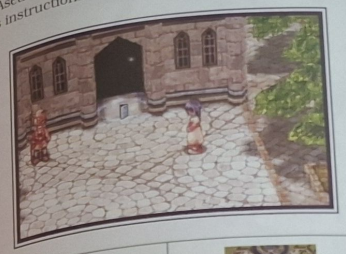
"Can you truly understand the needs of others?"

PRIEST STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
5	4	5	5	4	7

QUEST

Go to the Prontera Church, talk to the Cleric [Tomas Servantes]. He will then ask you to visit all 3 Asetics you earlier visited as an acolyte. Follow his instructions and search for the Asetic.



Tomas Servantes

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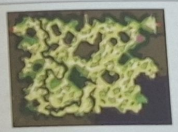
Speak with Father Rubalkabura.

Father Rubalkabura



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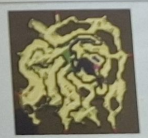
Speak with Father Yosuke.

Father Yosuke



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Finally, Speak with Mother Marthilda, then return to Prontera church and speak to Tomas Servantes.

Mother Marthilda

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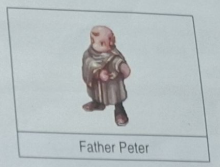
After speaking with the Asetic, return to Prontera Church and speak with Tomas Servantes. Afterwards, you will be teleported to a different room to undertake the trials to Priesthood.

Before you can take the trials, you must first speak with Father Peter, he will give you the chance to either proceed with a Priest friend carrying Rosary, or undertake the trials alone. Once you have decided, you will then undergo the trial. The first trial is to cross a room filled with zombies. Just make your way across the room to reach the next part of the trial.



Father Peter

After crossing through the room of ghouls, you will find yourself in a narrow catacomb lined with tombs. In here you will be tempted by the likes of Deviruchi, Doppelganer, Dark Lord, and even Baphomet himself. Just reply "GO Away Demon!" to all of them to pass this part of the trial.

After passing the trial, speak again with Tomas Servantes.Before you can be a priest you will have to take the pledge to Priesthood. Speak with Mother Cecille (found in the same room), take the pledge and return to Tomas Servantes.

Mother Cecille

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1.Are you going to serve God your whole life?
Yes.

2. Mother Cecille: Will you use your skill for yourself only?
No.

3. Mother Cecille: Will you use your skill to help one who's locked in a dangerous battle with a monster?
Yes.

4. Mother Cecille: Will you help others, sacrificing yourself for the sake?
Yes.

5. Mother Cecille: Should city dwellers take precedence over villagers when comes to getting our help?
No.

6. Mother Cecille: Will you help other people by bringing them a mob of monsters?
No.

7.Mother Cecille: Will you live and die for God's sake?
Yes.

8.Mother Cecille: I heard your oath, Sister. You must remember all that you have sworn in my presence.
Yes, I will.

After taking the pledge, return to Tomas Servantes and complete your quest to Priesthood.

Artwork from Gravity Corp.

"I love the Priestess job because of the Support Skills that it possess and its lovely face. And I believe in the saying 'In every good Knight there's a lovely Priest beside it.'"

- AJERIC234, PRIEST, OF CHAOS

Skills

[Passive] Increase SP Recovery

Description: Hastens SP regeneration. Recovery is improved by max SP. Also improves effects of SP recovery items.

Level:	Effect:
Lv. 1	+ 3 SP
Lv. 2	+ 6 SP
Lv. 3	+ 9 SP
Lv. 4	+ 12 SP
Lv. 5	+ 15 SP
Lv. 6	+ 18 SP
Lv. 7	+ 21 SP
Lv. 8	+ 24 SP
Lv. 9	+ 27 SP
Lv. 10	+ 30 SP

[Passive] Mace Mastery

Description: Increases mace weapon damage

Level:	Effect:
Lv. 1	+ 3 Damage
Lv. 2	+ 6 Damage
Lv. 3	+ 9 Damage
Lv. 4	+ 12 Damage
Lv. 5	+ 15 Damage
Lv. 6	+ 18 Damage
Lv. 7	+ 21 Damage
Lv. 8	+ 24 Damage
Lv. 9	+ 27 Damage
Lv. 10	+ 30 Damage

[Recovery] Sanctuary

Description: A veil of holy energies erupt in an area healing all within it including the Guild Emperium and damaging undead and demons.

Requirement: Lv. 1 Heal and 1 Blue Gemstone

Level:	Effect / SP Cost:
Lv. 1	100 HP / Lasts 4 Seconds 15sp
Lv. 2	200 HP / Lasts 7 Seconds 18sp
Lv. 3	300 HP / Lasts 10 Seconds 21sp
Lv. 4	400 HP / Lasts 13 Seconds 24sp
Lv. 5	500 HP / Lasts 16 Seconds 27sp
Lv. 6	600 HP / Lasts 19 Seconds 30sp
Lv. 7	777 HP / Lasts 22 Seconds 33sp
Lv. 8	777 HP / Lasts 25 Seconds 36sp
Lv. 9	777 HP / Lasts 28 Seconds 39sp
Lv. 10	777 HP / Lasts 31 Seconds 42sp

[Supportive] Status Recovery

Description: Status Recovery allows the target to recover from "Frozen", "Stun", "Stone" & "Berserk" status effects or blind undead.

Level:	SP Cost:
Lv. 1	5

[Supportive] Slow Poison

Description: Slow poison halts the damage from poison temporarily

Level:	Effect / SP Cost:
Lv. 1	Lasts 10 Seconds 6sp
Lv. 2	Lasts 20 Seconds 8sp
Lv. 3	Lasts 30 Seconds 10sp
Lv. 4	Lasts 40 Seconds 12ps

[Supportive] Impositio Manus

Description: Through laying of the hands, the priest boosts the damage that the recipient can deal in battle.

Level:	Effect:
Lv. 1	+ 5 Weapon Attack 13sp
Lv. 2	+ 10 Weapon Attack 16sp
Lv. 3	+ 15 Weapon Attack 19sp
Lv. 4	+ 20 Weapon Attack 22sp
Lv. 5	+ 25 Weapon Attack 25sp

[Supportive] Magnificat

Description: Increases SP and HP recovery for everyone in the party for a limited duration. This spell costs 40sp

Level:	Effect / SP Cost:
Lv. 1	20 Seconds
Lv. 2	40 Seconds
Lv. 3	60 Seconds
Lv. 4	80 Seconds
Lv. 5	100 Seconds

[Supportive] Aspersio

Description: Asperio imbues a target's weapons with Holy Attribute.

Requirement: Lv. 3 Impositio Manus, 1 Holy Water

Level:	Effect / SP Cost:
Lv. 1	Lasts 60 seconds 14sp
Lv. 2	Lasts 90 seconds 18sp
Lv. 3	Lasts 120 seconds 22sp
Lv. 4	Lasts 150 seconds 26sp
Lv. 5	Lasts 180 seconds 30sp

[Supportive] Lex Divina

Description: This skill silences a target, preventing it from using it's skills for a limited duration.

Requirement: Lv. 1 Ruwach

Level:	Effect / SP Cost:
Lv. 1	30 Seconds 20sp
Lv. 2	35 Seconds 20sp
Lv. 3	40 Seconds 20sp
Lv. 4	45 Seconds 20sp
Lv. 5	50 Seconds 20sp
Lv. 6	55 Seconds 18sp
Lv. 7	60 Seconds 16sp
Lv. 8	65 Seconds 14sp
Lv. 9	70 Seconds 12sp
Lv. 10	75 Seconds 10sp

[Supportive] Suffragium

Description: Suffragium speeds the casting time for a target other then the casting priest. Costs 15sp

Requirement: Lv. 2 Impositio Manus

Level:	Effect:
Lv. 1	15% Cast Reduction / Lasts 30s
Lv. 2	30% Cast Reduction / Lasts 20s
Lv. 3	45% Cast Reduction / Lasts 10s

[Supportive] Kyrie Eleison

Description: Creates a barrier around the target that blocks either a specific number of hits or damage exceeding a fraction of the target's HP. It can be dispelled by a holy attack.

Requirement: Lv. 2 Angelus

Level:	Effect / SP Cost:
Lv. 1	12% HP Shield or 5 Hits 20sp
Lv. 2	14% HP Shield or 6 Hits 20sp
Lv. 3	16% HP Shield or 6 Hits 20sp
Lv. 4	18% HP Shield or 7 Hits 25sp
Lv. 5	20% HP Shield or 7 Hits 25sp
Lv. 6	22% HP Shield or 8 Hits 25sp
Lv. 7	24% HP Shield or 8 Hits 30sp
Lv. 8	26% HP Shield or 9 Hits 30sp
Lv. 9	28% HP Shield or 9 Hits 30sp
Lv. 10	30% HP Shield or 10 Hits 35sp

[Supportive] Safety Wall

Description: Forms a protective barrier around an area that protects the person within it against a fixed number of hits. Requires 1 Blue Gemstone.

Requirement: Lv. 3 Sanctuary and Lv. 4 Aspersio

Level:	Effect / SP Cost:
Lv. 1	Block 2 Hits 30sp
Lv. 2	Block 3 Hits 30sp
Lv. 3	Block 4 Hits 30sp
Lv. 4	Block 5 Hits 35sp
Lv. 5	Block 6 Hits 35sp
Lv. 6	Block 7 Hits 40sp
Lv. 7	Block 8 Hits 40sp
Lv. 8	Block 9 Hits 40sp
Lv. 9	Block 10 Hits 40sp
Lv. 10	Block 11 Hits, 40sp

[Supportive] Resurrection

Description: Brings back to life a character that has fallen or gives a chance to kill an undead creature outright. Costs 60sp

Requirement: Lv. 4 SP Recovery, Lv. 1 Status Recovery, and 1 Blue Gemstone

Level:	Effect / SP Cost:
Lv. 1	10% HP, 6 Sec Cast Time
Lv. 2	30% HP, 4 Sec Cast Time
Lv. 3	50% HP, 2 Sec Cast Time
Lv. 4	80% HP, 0 Sec Cast Time

[Supportive] Gloria

Description: Everyone in the party gets +30 LUK for a limited duration. Costs 20sp

Requirement: Lv. 4 Kyrie Eleison & Lv. 3 Magnificat

Level:	Effect / SP Cost:
Lv. 1	10 Seconds
Lv. 2	15 Seconds
Lv. 3	20 Seconds
Lv. 4	25 Seconds
Lv. 5	30 Seconds

[Supportive] B.S Sacramenti

Description: This skill gives a blessing to it's target from the holy sacrament, bestowing it with Holy 1 property. This skill requires two of characters of an Acolyte Class to be beside you. Costs 20sp

Requirement: Lv. 5 Aspersio & Lv. 3 Gloria

Level:	Effect / SP Cost:
Lv. 1	40 Seconds
Lv. 2	80 Seconds
Lv. 3	120 Seconds
Lv. 4	160 Seconds
Lv. 5	200 Seconds

Artwork from Gravity Corp.

"I simply love being a priest in-game simply because I love helping people out! They rock hard and most of the people depend on them to level up, most jobs wont be as successful/efficient without the help of the priest! So if you see me online just PM me I'll boost you no charge at all! Just here to help people in-game! Kaya para sakin wala pa rin tatalo sa pari!"

- ˜ Insurrection~, Priest, ' Nishijin ˜ ' Guild of Iris

"I just love the priest class since they are the ones whom people depend on, and that signifies the importance of this class in one party. Coupled with the diversity of this game, this class then gives us more options-- Full Support, Battle and the Magnus Excorcsismus build; all three can have specific duties to cover for the party's weakness.

Self-sufficient and a big help to others, this class is one of the most(if not the most) important classes in Rune Midgard."

- .Hale., Priest, Rage Guild of Sakray

Builds

Siege Priest

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	1	5		6	
Agi	1	4	1	5	
Vit	90	5	5	100	
Int	74	5	4	83	
Dex	70	4		80	
Luk	9	7		16	

Equipment	Type
Head (Upper)	Biretta [Elder Willow Card]
Head (Mid)	Phantom of Opera
Head (Lower)	Phantom of Opera
Armor	Saint's Robe [Marc Card]
Garment	Muffler [Raydric Card]
Shoes	Shoes [Matyr Card]
Right Hand	Staff [Fabre Cardx3]
Left Hand	Buckler [Thara Frog Card]
AccessoryA	Necklace [Zerom]
AccessoryB	Necklace [Zerom]

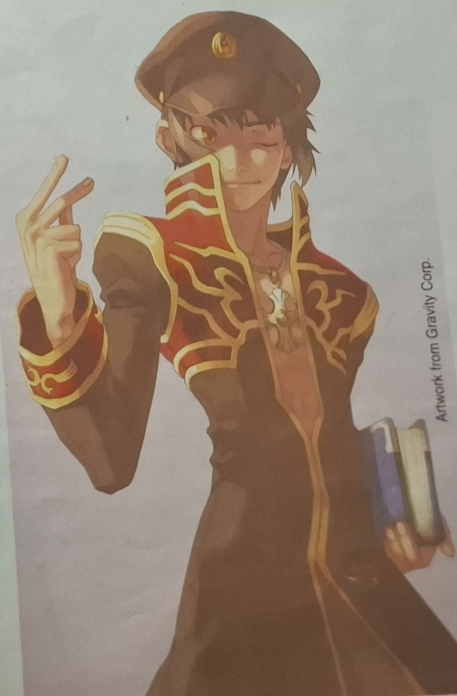
Skill Name	Level
Increase SP Recovery	4
Divine Protection	5
Ruwach	1
Pneuma	1
Teleport	2
Warp Portal	4
Heal	10
Increase AGI	10
Decrease AGI	10
Angelus	10
Blessing	10
Resurrection	4
Status Recovery	1
Kyrie Eleison	10
Magnificat	5
Lex Divina	10
Lex Aeterna	1
Remaining Skill Points	0

"I like the acolyte class becasue they can be a support character and a warrior in one, they can wield god-like items like Mjollnir, Brisinggamen, Sleipnir and Megingjard. And only the acolyte class can wield a weapon comparable to a swordsman's muramasa the spike which gives 40% more critical damage. Priests in the other people's perspective can be cute or weak, well they are wrong because priests are deadly."

- Yosui, Battle Support Priest, of Chaos

"Love na love ko ang maging priest dahil madami akong matutulungang tao katulad ng buffs, full buffs, resurection, at higit sa lahat HEAL!!! and madali png ipalevel up with other parties sa GH or any dungeons because where born to support and have parties. I go to any where I want to go dahil may tele skill ako at may warp skill me!!!. Siempre I can Warp, Boost, Tank, Leech whose in need lalo na yung mga nangangailangan at siempre wlang hininging kpalit dahil ito ay Mula sa kaibuturan ng aking PUSO..."

- Lady_Kuja, Priest, of Loki



Artwork from Gravity Corp.

The ME Priest

By Pardoner, Priest, of Chaos

The Exorcist, or ME priest, has been seen in a negative light because of its weak constitution and its non-versatility. True, FS priests are more durable and more party-oriented, and Battle Priests can fight in any environment. What people do not understand is that the beauty (and power) of the Exorcist lies in its specialized nature.

To raise a point, most of the strongest monsters in Rune-Midgard are Demons or Undead. Most of these creatures are weak against Holy Element Attacks. Finally, most of these creatures re-spawn at a very high rate. Scary thought, until you remember that Magnus Exorcismus is a Holy Element, Area-Effect spell that exclusively affects Demons and the Undead. Perfect for slaying the demonic hordes of Glastheim, the Undead Plague in Morroc, and the Lord of the Dead's minions in Niffelheim.

Undead monsters like Wraiths, Khalitzburgs, or the Undead Plague in Britonniah are a challenge for higher-level players. The Exorcist though, gives no thought to this. The spell Turn Undead can instantly kill any of these monsters regardless of how much HP they have.

Certain MVP Bosses like Dark Lord, Dracula, and the Lord of the Dead have 70+ MDef, which means Jupitel Thunder won't even make them blink. Against the Exorcist's Sanctuary, a spell which pierces MDef, they'll be taking holy damage non-stop, at the same time the Exorcist's allies are being healed. All for the price of one Blue Gemstone.

How will the Exorcist do all this without any AGI or VIT? Safety Wall at maximum level will block 11 melee hits regardless of damage. Perfect for boss hunting. Pneuma on the other hand, will block any long-range attacks for its duration.

Still not convinced? Let me see you take out an Ancient Mummy in a second. Can't do it? I thought so.

The Full Support Priest

By [FS]Denunci, Priest, Æsir Guild Of Loki

The INT/VIT or Full Support Priest is one of the most popular Priest builds in Ragnarok Online, since it has excellent healing and supporting capabilities with their high INT, and can withstand lots of damage with their high VIT.

You will have a hard time leveling up if you have low SP regeneration rate, especially if you will Heal-Bomb to level, so invest in Intelligence as an Acolyte and add VIT later on as a Priest, since you will then have access to Magnificat, a good SP recovering skill. After getting high enough VIT, continue to add INT to 80 and maximize VIT then INT. Some say DEX is important for cast time reduction, but this is unimportant to FS builds. Sacrificing VIT or INT for DEX is unwise; the cast reduction will be unnoticeable since FS skills naturally have fast cast times.

This build focuses heavily on support skills, so you might want to maximize basic support skills such as Heal, Bless, Agi Up, and Angelus. Try to invest in Pneuma. It is a valuable Pvp and WoE skill which will render enemy Hunters useless against you and your party. Warp Portal is also needed. It's a pre-requisite for Pneuma and is a convenient skill to have.

As a Priest, Magnificat is a good skill to have, since it also affects party members. Impositio Manus is also a handy skill, which increases damage. Kyrie Eleison is useful in negating enemy attacks. Aspersio is good for partying with characters that don't have elemental weapons and finally, Suffragium is needed if you intend on partying with wizards: it decreases their cast time by 45%! At lvl 3, it's a big difference. It's a good combo too.

To support effectively, try to make use of /battlemode pRO mode. It makes more skills available will certainly and make things easier for you!

Monk

There are those within the holy order who are not lacking in kindness, yet they burn with a sense of righteousness; a need to set right all the wrongs in the world. These young Acolytes train their bodies as well as their minds. They learn to withstand temptation and they also learn that it sometimes takes more than a kind word to sway a person from doing evil. Once accepted into the order of Monks, they can preach with the strength of their fists as well as their words.

Monks seek to discipline themselves in order to focus their strength properly. They maintain their faith and they enhance it with physical training. Monks can learn a variety of skills, but there is one single skill that they are known and feared for – the deadly Extremity Fist (Asura Strike). This skill is the single, most deadly ability that can drop even the most heavily armored of Knights. It's a spiritual attack that ignores armor and few are able to survive its effects. The setback of this attack is that it saps all of the Monk's spiritual strength, yet it is the Monk's most defining skill.

Monks still keep their healing skills as an Acolyte and they gain many new abilities for combat. Some monks prefer to practice combination attacks and are often quick on their feet to avoid enemy attacks. Others are more focused, training to perfect their execution of the Extremity Fist skill. They increase the strength of their muscles, their minds, and their manual dexterity in order to strike before their opponents can react.

"What do you see in front of your fist?"

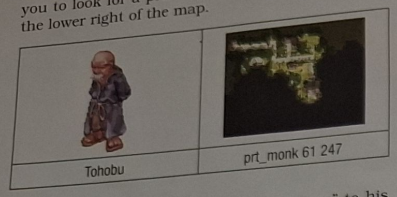
Artwork from Gravity Corp.

Monk Stat Bonus (Job Lv. 50)

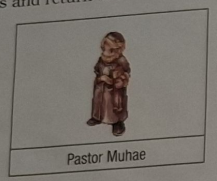
STR:	AGI:	VIT:	INT:	DEX:	LUK:
8	6	6	2	4	3

QUEST

Speak with Tohobu and let him know you are seeking to become a monk. He will then instruct you to look for a priest found inside the church at the lower right of the map.



Speak with Pastor Muhae and answer "yes" to his question. He will ask a set of items from you, gather those items and return to Pastor Muhae.



Set 1:

5 Sticky Mucus
10 Worm Peeling
20 Green Herb

Set 2:

20 Yoyo Tail
5 Iron Ore
3 Blue Herb

Set 3:

30 Stem
5 Jellopy
10 Worm Peeling

Set 4:

5 Solid Shell
20 Shell
5 Zargon

Set 5:

5 Cyfar
10 White Herb
10 Yellow Herb

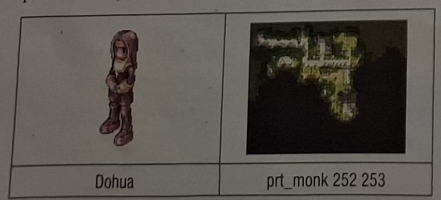
Set 6:

10 Tooth of Bat
5 Bear's Footskin
20 Poison Spore

Set 7:

5 Porcupine Quill
20 Cobweb
10 Bug Leg

After giving Muhae the items he requested, head for the upper right of the map and speak with Dohua. Recite the poem properly to move on to the next part of the quest.



Poem I

The god's agent on the ground
The agent of god's punishment on the ground
we, monks're
What we should do is
With our ultimately given bodies
is to eraducate and obliterate
The stupid's bodies
the wanderer's bodies
of the disobedient to the god,
chansing to the even the last of the last

Answer:

7th line	9th line	1st line
5th line	3rd line	10th line
2nd line	10th line	10th line
1st line		

Poem II

For the god, delivering the god's instruction
Displaying the glory with our given bodies
we, monks're
The agent of god's punishment on the ground
The god's agent on the ground
What we should do is
Disobedient to the god
The bodies of those who cannot die
The stupid's bodies
To the even the last of the last

Answer:

4th line	10th line	1st line
9th line	5th line	8th line
1st line	2nd line	10th line
6th line		

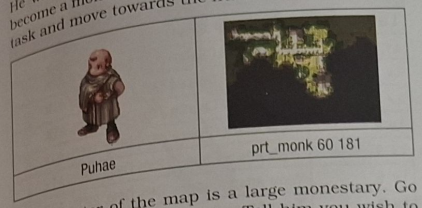
Poem III

Judgement on the disobedient
Death against the disobedient
Eradication against the disobedient
we, monks're
The god's agent on the ground, and
The agent of god's punishment on the ground,
who are on behalf of the glory with the given bodies
even though our bones're broken and flesh is off
All of these things for the glory of the god
for the judgement of the disobedient to the god

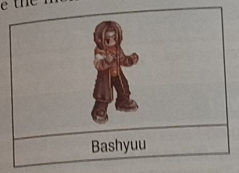
Answer:

2nd line	4th line	1st line
8th line	7th line	4th line
3rd line	3rd line	10th line
5th line		

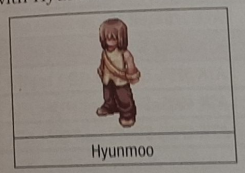
When you have finished reciting Dohua's poem, make your way towards the lower left portion of the map and speak with Puhae. Inform him that you have spoken with Dohua, and how she has changed your spirit and was instructed to speak with him. He will ask you to select a trial to accomplish to become a monk. Choose the "Mushroom Gathering" task and move towards the next NPC.



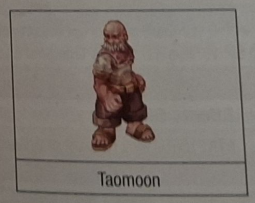
At the center of the map is a large monestary. Go inside and look for Bashyuu. Tell him you wish to undertake the "Mushroom Gathering" task, then head outside the monestary.



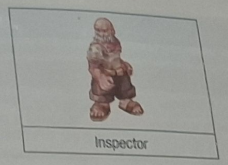
After speaking with Bashyuu, speak with Hyunmoo and help him gather mushrooms. Gather 30 Orange Net Mushrooms, or 30 Orange Gooey Mushrooms and speak with Hyunmoo to finish the task.

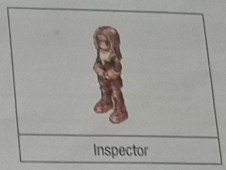


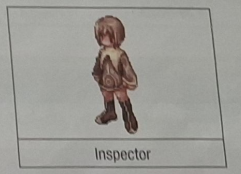
After the "Mushroom Gathering" task, head back into the monestary and speak with Taomoon. Answer yes to his question and he will teleport you to your final test.



Speak with any of the 3 NPC's and answer "yes" to their question. You will then be transported in a room with an invisible maze. Navigate through the maze and reach the exit. Once out, speak again with Taomoon and receive a green potion from him. Go back to Pastor Muhae, drink the green potion, then speak with him to take the pledge to monkhood.







Speak with Pastor Muhae and take the final oath into becoming a Monk.

The Monk pledge

1.Will you devote your whole life to god?
Yes

2.Will you use your talents for personal gain?
No

3.Will you judge those who have been resistant to God's will?
Yes

4.Are you ready to cooperate with your fellow monks and sacrifice yourself for your mission?
Yes, I am

5.Will you help others by heaping mobs of monsters onto them?
NO.

6.Will you spread God's teachings throughout cities and villages?
No.

7.Will you realize that you're an agent of God's punishment and that you must die for God?
Yes.

8.Lastly, swear that you abide by God's will.
I swear.

SKILLS

[Passive] Iron Hand

Description: Increases Knuckle and Bare hand damage.

Requirement: Lv. 10 Demonbane, & Lv. 10 Divine Protection

Level:	Effect / SP Cost:
Lv. 1	+ 03 Attack
Lv. 2	+ 06 Attack
Lv. 3	+ 09 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

[Passive] Dodge

Description: Increases flee rate, skill level affects on the flee rate percentage.

Requirement: Lv. 5 Iron Hand, & Lv. 5 Vigor Condensation

Level:	Effect / SP Cost:
Lv. 1	Flee +1%
Lv. 2	Flee +3%
Lv. 3	Flee +4%
Lv. 4	Flee +6%
Lv. 5	Flee +7%
Lv. 6	Flee +9%
Lv. 7	Flee +10%
Lv. 8	Flee +12%
Lv. 9	Flee +13%
Lv. 10	Flee +15%

[Passive] Vigor Recovery

Description: Restores HP and SP every 10 seconds while the caster is sitting. The restoration amount is also affected by the maximum HP and SP of the caster.

Requirement: Lv. 2 Stop Blade

Level:	Effect / SP Cost:
Lv. 1	HP Recovery +4 SP Recovery +2
Lv. 2	HP Recovery +8 SP Recovery +4
Lv. 3	HP Recovery +12 SP Recovery +6
Lv. 4	HP Recovery +16 SP Recovery +8
Lv. 5	HP Recovery +20 SP Recovery +10

[Passive] Triple Attack

Description: Gives a small chance to deliver 3 blows whenever an attack is made. After hitting with 3 blows, the caster cannot move for a short period of time. If `Chain Combo` is used in conjunction with this skill, movement will be delayed even longer. The delay time is affected by DEX and AGI of the caster.

Requirement: Lv. 5 Dodge

Level:	Effect / SP Cost:
Lv. 1	Triple Attack Chance 29% Dmg: 120% ATK
Lv. 2	Triple Attack Chance 28% Dmg: 140% ATK
Lv. 3	Triple Attack Chance 27% Dmg: 160% ATK
Lv. 4	Triple Attack Chance: 26% Dmg: 180% ATK
Lv. 5	Triple Attack Chance: 25% Dmg: 200% ATK
Lv. 6	Triple Attack Chance: 24% Dmg: 220% ATK
Lv. 7	Triple Attack Chance: 23% Dmg: 240% ATK
Lv. 8	Triple Attack Chance: 22% Dmg: 260% ATK
Lv. 9	Triple Attack Chance: 21% Dmg: 280% ATK
Lv. 10	Triple Attack Chance: 20% Dmg: 300% ATK

[Offensive] Infiltration

Description: Spend 1 spirit sphere to deliver a massive psychic blow to an enemy. DEF of the enemy affects the amount of damage taken. The higher the defense the more damage the enemy takes. Has a 0.5 second skill delay after each use.

Requirement: Lv. 5 Vigor Condensation

Level:	Effect / SP Cost:
Lv. 1	ATK 175% SP 10
Lv. 2	ATK 250% SP 14
Lv. 3	ATK 325% SP 17
Lv. 4	ATK 400% SP 19
Lv. 5	ATK 475% SP 20

[Offensive] Finger Offensive

Description: Skill level affects on the numbers and damage of spirit spheres that the caster can use at a time.
Casting cannot be interrupted, the casting time takes as much as [1 second + (The numbers of spirit spheresx1 second)]].
Consumes 20 SP 10. Has a 0.5 delay time after a use.

Requirement: Lv. 3 Infiltration

Level:	Effect / SP Cost:
Lv. 1	ATK: 150% Max Number of Spheres: 1
Lv. 2	ATK: 175% Max Number of Spheres: 2
Lv. 3	ATK: 200% Max Number of Spheres: 3
Lv. 4	ATK: 225% Max Number of Spheres: 4
Lv. 5	ATK: 250% Max Number of Spheres: 5

Artwork from Gravity Corp.

[Offensive] Extremity Fist (Aka: Asura Strike)

Description: During the Vigor Explosion status, the caster can deal huge damage to a target by consuming 5 spirit spheres and the remaining SP amount of the caster. The remaining SP amount of the caster affects on the amount of damage dealt with the target. This skill pierces the flee rate, the size and the defence of target, also this skill is neutral property which is not affected by the weapon property. Vigor Explosion status is canceled immediately after skill use and for 5 minutes after the skill is used, the caster cannot restore SP normally. Skill level affects on the casting time and this skill can be interrupted while casting. If the caster has learned Combo Finish or Blade Stop lvl 5 and has met the prerequisites, this skill can be used by the caster in a combo with those skills as long as you start the sequence with 5 spirit spheres.

Requirement: Lv. 3 Vigor Explosion, & Lv. 3 Finger Offensive

Level:	Effect / SP Cost:
Lv. 1	ATK +400 Cast Time 4s Use Delay 3s
Lv. 2	ATK +550 Cast Time 3.5s Use Delay 2.5s
Lv. 3	ATK +700 Cast Time 3s Use Delay 2s
Lv. 4	ATK +850 Cast Time 2.5s Use Delay 1.5s
Lv. 5	ATK +1000 Cast Time 2s Use Delay 1s

[Offensive] Chain Combo

Description: Only usable during the delay time that is caused by triple attack. Deliver 4 blows on a target, the caster cannot move for a short period after being hit by this skill. If 'Combo Finish' is used in conjunction with this skill, movement will be delayed even longer. The delay time is affected by DEX and AGI of the caster.

Requirement: Lv. 5 Triple Attack

Level:	Effect / SP Cost:
Lv. 1	ATK 200% SP 17
Lv. 2	ATK 250% SP 19
Lv. 3	ATK 300% SP 21
Lv. 4	ATK 350% SP 23
Lv. 5	ATK 400% SP 25

[Offensive] Combo Finish

Description: Only usable during the delay after Chain Combo. The target will take damage and be pushed 5 cells back at the same time. Consumes 1 spirit sphere, the caster cannot move after skill use. If 'Extremity Fist' is used, and the caster is in Vigor Explosion status carrying at least 4 spirit spheres, extra movement delay time for 'Extremity Fist' will occur. The delay time is affected by DEX and AGI of the caster. Extremity Fist can be activated without a casting time after this skill.

Requirement: Lv. 3 Chain Combo

Level:	Effect / SP Cost:
Lv. 1	ATK 300%
Lv. 2	ATK 360%
Lv. 3	ATK 420%
Lv. 4	ATK 480%
Lv. 5	ATK 540%

[Supportive] Stop Blade

Description: Consumes 1 spirit sphere and stops both the enemy and the caster's movement for the duration of the skill. Both the enemy and caster become paralyzed until either dies. Higher skill levels allows the caster to use certain skills while this skill is in effect.
This skill cannot be used on boss monsters.

Requirement: Lv. 5 Dodge

Level:	Effect / SP Cost:
Lv. 1	Cast time: 0.5sec Duration: 20s No Usable Skill
Lv. 2	Cast time: 0.7sec Duration: 30s Finger Offensive
Lv. 3	Cast time: 0.9sec Duration: 40s Infiltration
Lv. 4	Cast time: 1.1sec Duration: 50s Chain Combo
Lv. 5	Cast time: 1.3sec Duration: 60s Extremity Fist

[Supportive] Vigor Condensation

Description: Vigor Condensation summons a spirit sphere. Each use of the skill summons one Sphere. The caster can summon a maximum of 5 spheres. Each sphere lasts 10 minutes. Certain Monk skills require Vigor Condensation to be at a certain level before they can be learned. This spell cannot be interrupted. 3 second casting time. DEX affects casting time.
Consumes 8 SP.

Requirement: Lv. 2 Iron Hand

Level:	Effect / SP Cost:
Lv. 1	1 Sphere
Lv. 2	2 Spheres
Lv. 3	3 Spheres
Lv. 4	4 Spheres
Lv. 5	5 Spheres

[Supportive] Vigor Absorption

Description: Restores 10 SP by absorbing one spirit sphere. Has a 2 second casting delay. This skill cannot be interrupted. Consumes 5 SP.

Requirement: Lv. 5 Vigor Condensation

[Supportive] Vigor Explosion

Description: Increases critical attack rate per 3 minute skill duration, consuming 5 spirit spheres. During the skill duration, SP can not be restored automatically but can be restored through the skill, Spiritual Cadence. Consumes 15 SP per skill use.

Requirement: Lv. 1 Vigor Absorption

Level:	Effect / SP Cost:
Lv. 1	Additional Crit +10%
Lv. 2	Additional Crit +12.5%
Lv. 3	Additional Crit +15%
Lv. 4	Additional Crit +17.5%
Lv. 5	Additional Crit +20%

[Supportive] Steel Body

Description: Consumes 5 spirit spheres per skill use. During the skill duration, the caster's DEF and MDEF are fixed at 90. The caster cannot use any active skills during the skill duration. At the same time, the attack and moving speed are decreased by 25%. Has a 5 second casting time which cannot be interrupted. This skill spends 200 SP per use.

Requirement: Lv. 3 Combo Finish

Level:	Effect / SP Cost:
Lv. 1	Duration: 30sec
Lv. 2	Duration: 60sec
Lv. 3	Duration: 90sec
Lv. 4	Duration: 120sec
Lv. 5	Duration: 150sec

[Supportive] Body Relocation

Description: Instantly moves the caster to a chosen spot if there is no obstacle between the caster and the location. Requires 1 spirit sphere and 10 SP.

Requirement: Lv. 2 Vigor Recovery, Lv. 3 Steel Body, & Lv. 3 Extremity Fist

Extra Notes: When Vigor Explosion is active, Body Relocation no longer requires Spirit Spheres.

Artwork from Gravity Corp

"Gusto ko ung MONK kasi astig talaga sha lalo na kung AGI MONK (Combo Crusher) ka ambilis tumira. Tapos yung skills na, Body Reloc, Pneuma, or Stop Blade tapos mag Infil, FO, lalo na ASURA, wla na talbog na kalaban, kahit malakas pa yan kahit wla pang weapon ung MONK ok yan kaya gustong-gusto ko mag MONK. Sa priest naman gusto ko ung FS na, Kunatz pa o dba haha (priestly kasi talaga ako will risk life and SP ma-heal or ma-FS ang ibang tao d me madamot d ko lang FS ang mga BOTs bahala cla. BOTTERs are cheaters and are losers by the way)"

- *NEOCHARD*, MONK, ANNIHILATION GUILD OF IRIS

BUILDS

Siege Monk

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	82	8		90	
Agi	9	6		15	
Vit	24	6		30	
Int	36	4		40	
Dex	98	12		110	
Luk	1	3		4	

Equipment	Type
Head (Upper)	Mistress Crown
Head (Mid)	Masquerade
Head (Lower)	
Armor	Saint's Robe (Marc)
Garment	Muffler (Raydric)
Shoes	Shoes (Verit)
Right Hand	Chain (Hydrax3)
Left Hand	Buckler (Thara Frog)
AccessoryA	Glove (Zerom)
AccessoryB	Glove (Zerom)

Skill Name	Level
Ruwach	1
Teleport	2
Warp Portal	4
Pneuma	1
Heal	3
Increase Agi	8
Divine Protection	10
Demonbane	10
Blessing	10
Iron Hand	5
Vigor Condensation	5
Vigor Absorption	1
Vigor Explosion	3
Infiltration	3
Finger Offensive	3
Extremity Fist	5
Dodge	5
Triple Attack	5
Chain Combo	3
Combo Finish	3
Steel Body	3
Stop Blade	2
Vigor Recovery	2
Body Relocation	1
Remaining Skill Points	0

Artwork by Jojo Cunanan

Artwork from Gravity Corp

MONKS

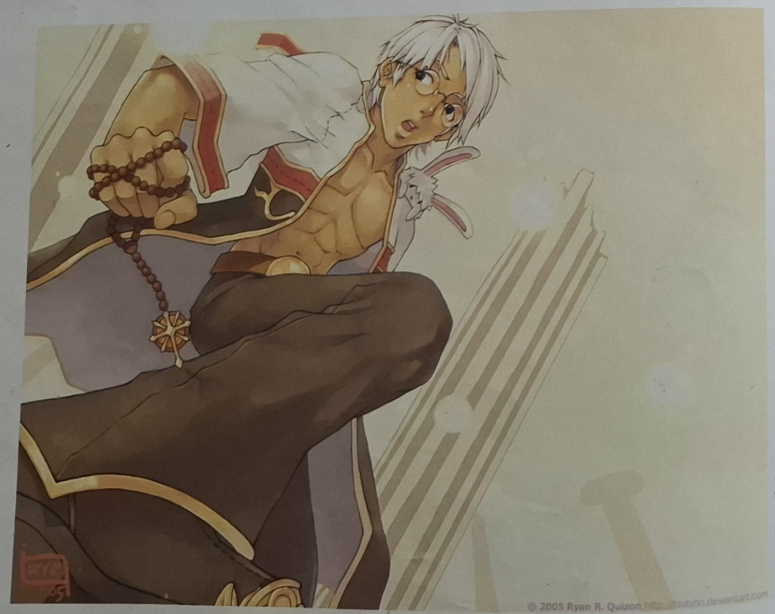
BY ST.CLIVE. OF SARAH

First of all, what are Monks? Well, Monks are the 2-2 Job class of the Acolyte class. The Monk's skills are based on their physical strength, unlike their Priest counterparts which focuses more on mental strength. Monks focus on dealing damage to the enemy in exchange for SP. Monks are known for their signature move, the Extremity Fist a.k.a Asura Strike Which can do "one hit wonders".

Let me just ask a question, why did you choose to become a Monk? Is it to kill players instantly with just one hit? If that is your answer then you better think again. Monks have unique traits, which are exclusive to the class only. But I'm not here to talk about the skills of the Monk; I'm here to talk about the proper etiquette that a Monk should have in order to be considered to be a true Monk.

Proper Monk Etiquette:

1. When you defeat a level 99 character or another player with an Asura, never ever call them weak. Remember that the Asura skill is really made to instantly kill an avatar.
2. Never insult another player
3. Never use the Asura + (Insert foul word here) + Character select combo. It is really insulting to other players.
4. Never use Vigor Absorption to annoy other Monks. If you want to, ask their permission first
5. Never hesitate to Heal and buff another player even if there is a Priest in the area. Remember, you are the secondary healer.
6. Remember to use polite words, like "Please" and "Thank You". Remember, you are representing the Monk class and as you were once Acolytes, you should also have the manners of one.
7. Lastly, never brag about your Asura damage. Always remember that the Asura skill is really made to deal tons of damage.



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Artwork by Ryan Quizon

MERCHANT

All the adventuring hype aside, there are those who just want to make an honest living. Of course, item stocks don't come for free so many Merchants find themselves out on adventures anyway. With their carts and axes in tow, they search for valuable and rare items to sell for zeny.

You can count on Merchants to find creative methods to earn zeny. After adventuring and earning some initial capital, merchants can practice their haggling skills and learn Discount and Overcharge. This will let them buy stock items cheaper and sell loots for more. They can also use their Vending skill to set up shop in town to sell these discounted items and any rare items they pick up to other players. Since adventuring is generally not a safe venture, Merchants bring along a little insurance in the form of the Mammonite skill where they can offer up some of their precious zeny to deal massive damage to attacking monsters.

Novices will have to be thrifty and save up some zeny before they are allowed to become Merchants. They will also have to undergo a quest to deliver an important package to show their dedication to business and customer satisfaction. Those who are deemed worthy of becoming Merchants can then work on their skills so that they can become tough Blacksmiths or mysterious Alchemists.

Artwork from Gravity Corp.

MERCHANT STAT BONUS (JOB LV. 50)

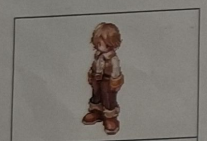
STR:	AGI:	VIT:	INT:	DEX:	LUK:
5	1	4	1	5	2

QUEST

The Alberta Merchant's Guild is located at the lower left of Alberta (see mini-map). As with all the other jobs, you should have reached Job Level 10 and spent all your Skill Points before proceeding.

Inside, talk to the Head Merchant, Chief Mahnsoo, to begin the Jobchange Quest.

First, you will need to submit an application and pay 1,000z. You can choose to either pay the entire amount up front, or split it into two payments of 500z. (The second payment is due when you have completed the quest.)



Chief Mahnsoo

Next, Mahnsoo will ask you to make a delivery to someone at any of four locations. Pay attention to the Serial Number and Location of the package he assigns to you - if you make the wrong delivery, you will have to repeat the whole quest again. (And pay the application fee again). There are four locations, with two possible serial numbers for each location.

Prontera	Geffen	Morroc	Byalan
2485741	2989396	3012685	3318702
2328137	2191737	3487372	3543625

*Note: If you were assigned to deliver a package to Byalan, Mahnsoo will ask you to deliver a Message for him as well.

After telling you the delivery details, Mahnsoo will tell you to go to the bottom room to claim the package for delivery.

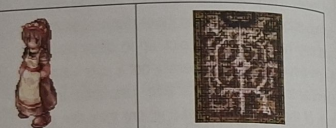
In the bottom room is the Merchant Guildsman, Union Staff Kay. Tell him that you are here for the Job Change quest and he will ask you for the Destination and Serial Number of the package to be delivered. Give him the Serial Number and Location that Chief Mahnsoo told you and you will receive a Delivery Box.

Union Staff Kay

*Note: Be very very careful when inputting the Location and Serial Number. If you make a mistake, you will have to re-apply and pay the application fee again.

Prontera - Kafra Girl

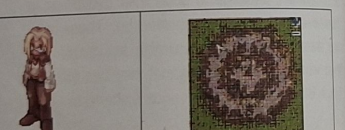
Shortest Path: Alberta (Kafra Warp) -> Prontera



Kafra Girl | n/a

Geffen - Guild Staff

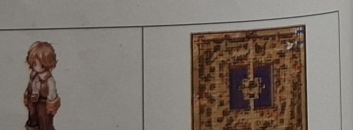
Shortest Path: Alberta (Kafra Warp) -> Prontera (Kafra Warp) -> Geffen



Guild Staff | n/a

Morroc - Student (Dyer's Student)

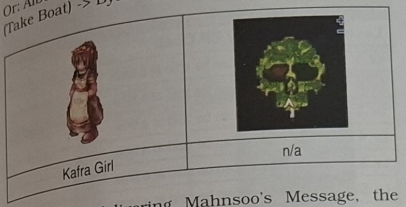
Shortest Path: Alberta (Kafra Warp) -> Morroc



Student | n/a

Byalan - Kafra Girl

Shortest Path: Alberta (Take Ship) -> Izlude (Take Boat) -> Byalan Island
Or: Alberta (Kafra Warp) -> Prontera (Walk) -> Izlude (Take Boat) -> Byalan Island



Kafra Girl | n/a

*Note: After delivering Mahnsoo's Message, the Kafra Girl will give you 3 Bananas.

After successful delivery of the product, you will receive a Voucher. Be careful not to lose it, or you will have to retake the entire test (and pay the application fee).

Return to the Merchant Guild and bring the Voucher to Kay for verification. He will tell you to return to Chief Mahnsoo to report. If you decided to split the application fee into two payments of 500z, you will have to settle the difference before you can change jobs. After meeting all the requirements, Chief Mahnsoo gives you the good news - you are now a Merchant!

*Note: If you delivered Mahnsoo's Message to the Kafra Girl at Byalan, you will receive an additional 200z after changing jobs.

Artwork from Gravity Corp.

[Passive] Enlarge Weight Limit

Description: Increases the maximum weight limit.

Level:	Effect / SP Cost:
Lv. 1	Weight Limit + 200
Lv. 2	Weight Limit + 400
Lv. 3	Weight Limit + 600
Lv. 4	Weight Limit + 800
Lv. 5	Weight Limit + 1000
Lv. 6	Weight Limit + 1200
Lv. 7	Weight Limit + 1400
Lv. 8	Weight Limit + 1600
Lv. 9	Weight Limit + 1800
Lv. 10	Weight Limit + 2000

[Passive] Discount

Description: Allows the Merchant to purchase items from NPC merchants at a lower price.

Requirement: Lv. 3 Enlarge Weight Limit

Level:	Effect / SP Cost:
Lv. 1	Margin Rate 7%
Lv. 2	Margin Rate 9%
Lv. 3	Margin Rate 11%
Lv. 4	Margin Rate 13%
Lv. 5	Margin Rate 15%
Lv. 6	Margin Rate 17%
Lv. 7	Margin Rate 19%
Lv. 8	Margin Rate 21%
Lv. 9	Margin Rate 23%
Lv. 10	Margin Rate 24%

[Passive] Overcharge

Description: Allows the Merchant to sell items to NPC merchants at a higher price.

Requirement: Lv. 3 Discount

Level:	Effect / SP Cost:
Lv. 1	Overcharge 7%
Lv. 2	Overcharge 9%
Lv. 3	Overcharge 11%
Lv. 4	Overcharge 13%
Lv. 5	Overcharge 15%
Lv. 6	Overcharge 17%
Lv. 7	Overcharge 19%
Lv. 8	Overcharge 21%
Lv. 9	Overcharge 23%
Lv. 10	Overcharge 24%

[Passive] Pushcart

Description: Allows the Merchant to rent a Pushcart, which is an extra storage space that can carry up to 8000 additional weight. The items in your Pushcart cannot be used until taken into your inventory. Your walking speed is also reduced to 50% less 5% for each level of Pushcart.

Requirement: Lv. 5 Enlarge Weight Limit

Level:	Effect / SP Cost:
Lv. 1	55% Walking Speed
Lv. 2	60% Walking Speed
Lv. 3	65% Walking Speed
Lv. 4	70% Walking Speed
Lv. 5	75% Walking Speed
Lv. 6	80% Walking Speed
Lv. 7	85% Walking Speed
Lv. 8	90% Walking Speed
Lv. 9	95% Walking Speed
Lv. 10	Normal Walking Speed

[Offensive] Mammonite

Description: By using the power of money, the Merchant can deal an incredible amount of damage to his target. This skill costs 5 SP to use.

Level:	Effect / SP Cost:
Lv. 1	160% Damage, 100 zeny spent
Lv. 2	220% Damage, 200 zeny spent
Lv. 3	280% Damage, 300 zeny spent
Lv. 4	340% Damage, 400 zeny spent
Lv. 5	400% Damage, 500 zeny spent
Lv. 6	460% Damage, 600 zeny spent
Lv. 7	520% Damage, 700 zeny spent
Lv. 8	580% Damage, 800 zeny spent
Lv. 9	640% Damage, 900 zeny spent
Lv. 10	700% Damage, 1000 zeny spent

[Active] Item Appraisal

Description: Identify an unidentified item.

Level:	SP Cost:
Lv. 1	10

[Active] Vending

Description: Allows the Merchant to open a street shop if a cart is equipped. The Merchant can set his own prices, up to a maximum price of 99,990,000z per item. This skill costs 30 SP to use on all levels.

Requirement: Lv. 3 Pushcart

Level:	Effect / SP Cost:
Lv. 1	3 items can be sold at a time
Lv. 2	4 items can be sold at a time
Lv. 3	5 items can be sold at a time
Lv. 4	6 items can be sold at a time
Lv. 5	7 items can be sold at a time
Lv. 6	8 items can be sold at a time
Lv. 7	9 items can be sold at a time
Lv. 8	10 items can be sold at a time
Lv. 9	11 items can be sold at a time
Lv. 10	12 items can be sold at a time

Artwork from Gravity Corp.

QUEST SKILLS

[Offensive] Cart Revolution

Description: Strike all hostile characters around the target of the skill. Cart Revolution does 150% of normal damage, plus a small percentage dependent on the weight in your cart.

Requirement: Job Level 35

Level:	Casting Time:	SP Cost:
Lv. 1	none	12

Quest NPC:	Location:
Gusangs	alberta 230 106

Items Required:

2 Grape Juice
15 Iron
25 Sticky Mucus
15 Fly Wing
5 Tentacle

If you bring too many items, Gusangs will take:
2 Grape Juice
23 Iron
32 Sticky Mucus
23 Fly Wing
6 Tentacle

Note: You will need to give him 2 Banana Juice every time you ask him to teach you Cart Revolution, so make sure that you have all the items in your inventory before you ask to learn it.

[Supportive] Crazy Uproar

Description: Increases the Merchant's STR by 4 for 5 minutes.

Requirement: Job Level 35

Level:	Casting Time:	SP Cost:
Lv. 1	none	8

Quest NPC:	Location:
Naeco	alberta 85 96

Items Required:

7 Pearl
50 Mushroom Spore
1 Bananna Juice

[Active] Change Cart

Description: Allows the Merchant to change the appearance of her cart.

Requirement: Job Level 30, and Lv. 1 Pushcart

Level:	Casting Time:	SP Cost:
Lv. 1	none	40

Quest NPC:	Location:
Shailron	alberta 117 222

Items Required:

50 Trunk
10 Iron
20 Animal Skin

Artwork by Ryan Orosco

MERCHANTS

By Yralyn. Blacksmith. Level 66/37. Of Chaos

After playing six Merchants since the beta days of pRO (I started two months after it officially opened), I can say that the Merchant class is not the easiest class to play. Why? Because they're not made for combat. Almost all their skills are dedicated for only one purpose: making money.

I started out in beta at the request of one of my friends who wanted to have a pure forger blacksmith. Naïve as I was, my first character was a pure forger merchant. It took me a month to realize that pure forger builds suck at soloing.

With the help of one of RO Empire's former members (Flambeau) and my own research regarding smiths, I *FINALLY* became a Blacksmith three months after I began playing RO. That was after playing 4-8 hours a day, seven days a week.

Here are some tips for future Merchants:

- Don't make one until you are absolutely certain you have the zeny, equipment, support, and/or guts to make one. Other classes have a much easier time leveling than Merchants because they have the skills/abilities to help them level faster.

  Preferably, Merchants should be the second character you make, not the first, and please be patient in leveling.

- Never underestimate the power of potions. The ever-popular term "pots power" is the key to fast leveling as a Merchant. You have to abuse the fact that you can get items 24% cheaper and sell items 24% higher than any other first class character in the game.

- Never be intimidated by lvl 10 Mammonite's 1,000z prerequisite. As Kei (an iRO veteran Blacksmith, who played since RO alpha) mentioned to me, be it white potions or be it Mammonite, you will spend zeny to level up.

Artwork from Gravity Corp.

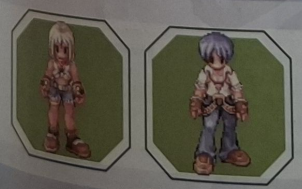
BLACKSMITH

Born of fire and forged from steel, Blacksmiths hold a certain aura of mystery and strength about them. Perhaps it is due to their humble beginnings as Merchants or their ability to create powerful elemental weapons from raw ores, but Blacksmiths can rise to be some of the more popular people in Rune Midgard. Many have risen out of the lowly ranks of Merchants and have worked hard to attain their wealth.

Blacksmiths are the symbol of strength to many people. Their strong arms lift heavy hammers as they work to refine ores and to craft enchanted elemental weapons. Their weapons are strong against particular monsters and many Knights and Rogues seek their services in order to battle these monsters more effectively. From their hard work, Blacksmiths have learned to master their own bodies. Their strength is almost unrivaled as they can call from inner strength to give monstrous power to their blows. Few Knights, if any, can match the damage that a Blacksmith can dish out. Their affinity with the forge fire also makes them very resistant to fire-based attacks.

Blacksmiths are capable of both combat and crafting. Some specialize in one or the other while others prefer to get a little of both. Blacksmiths can be deadly during sieges (War of Emperium) because of the significant injuries they can deal to their foes and their carts ensure them of a large supply of curative potions to help them last long in battle.

"Can you mold your own soul into the steel that you forge?"



Artwork from Gravity Corp.

BLACKSMITH STAT BONUS (JOB LV. 50)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
6	2	6	2	12	2

QUEST

The first thing to do is go to the Blacksmith Guild (nicknamed 'The Forge') in Geffen. It is located at the five-o'clock area of the town. As usual, make sure to spend all your Skill Points before proceeding with the job chage.

Inside, talk to the Blacksmith Guildsman, Altazen. And choose to do the job change. He will then send you to Alberta to begin the job change quest.

Altazen

At Alberta, The Blacksmith Guild Staff man Getsufenst administers a quiz about Merchants, Blacksmiths and trading. Choose to begin the quiz.

Quest NPC:	Location:
Getsufenst	Alberta

There are two sets of questions for the quiz.

Test Set 1

1.) Which is the wrong pair of Location/Special Good sold?
Alberta - Sword Mace

2.) What is the effect of the Blacksmith skill "Hammerfall"?
Stun

3.) Which of the following can a Merchant not do well?
Run fast

4.) Where can you buy Blue Gemstones?
Geffen

5.) Where in Geffen is the shop where you can buy Blue Gemstones?
8 O clock from Geffen Tower

6.) Which weapon can a Merchant not use?
Bible

7.) Which armor has the highest defense?
Mink Coat

8.) What is the safe refining point of Level 3 Weapons?
+ 5

9.) What can you make with the item Trunk?
Sakkat

10.) What trait is most important to Merchants?
Honesty

Test Set 2

1.) Which is the wrong pair of Location/Special Good sold?
Aldebaran - Hammer

2.) What is the price of a Jellopy?
3z

3.) What do you need to use the skill "Vending"?
We need a cart

4.) In which town can you change your job to Merchant?
Alberta

5.) Where can you find the Weapon Dealer at Morroc?
5 O clock from the Center Castle

6.) What weapon can a Merchant not use?
Claymore

7.) Which armor has the highest defense?
Mink Coat

8.) What is the safe refining point of Level 4 Weapons?
+ 4

9.) Which monster does not drop Iron Ore?
Anolian

10.) What trait is most important to Merchants?
Honesty

Each exam question is worth 10 points. If you get less than 80 points on the exam, you will have to retake it. After passing the exam, talk to Getsufenst again to begin the second part of the quest - the item collection quest.

You will have to collect a list of items he will dictate, and bring them back to him. After doing so, Getsufenst will forge a weapon and ask you to deliver it to one of five people.

Getsufenst will ask you whether you have only the items for the delivery in your inventory. Tell him so and he will forge the new weapon. Bear in mind that if you have an elemental, slotted or carded version of the weapon to be delivered in your inventory, you may lose it when the delivery is made, so make sure you only have the delivery item before proceeding.

*Note: If you lose the weapon to be delivered, you can buy another copy from a shop.

Quest NPC:	Location:
Byslitter	Geffen

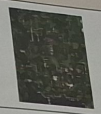
Items Required:	Weapon:
Steel 2, Rotten Bandage 1 Blue Gemstone 2	Arc Wand

Quest NPC:	Location:
Whichebain	Morroc

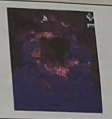
Items Required:	Weapon:
Sparkling Dust 2 Skel Bone 1 Zargon 1	Gladius

Quest NPC:	Location:
Grongast	Izlude

Items Required:	Weapon:
Coal 2 Shell 2 Boody Red 2	Tsurugi

Quest NPC:	Location:
	
Telpitz	Payon

Items Required:	Weapon:
Iron Ore 8 Eye Bandage 1 Blue Gemstone 2	Arbalest

Quest NPC:	Location:
	
Bismark	Comodo

Items Required:	Weapon:
Iron 8 Green Herb 20 Animal's Skin 2	Ring Pommel Saber

After delivering the weapon (assure the customer that the weapon is brand new), you will receive a Voucher. DO NOT lose it, or you will have to repeat the item collection and delivery quest again. Take the voucher back to Getsufenst in Alberta.

After you have successfully delivered the Voucher to Getsufenst, he will tell you to return to Altazen in Geffen. Altazen will tell you that your quest is not yet over yet, and that you have to go see the Blacksmith's guildsman in Morroc. Obviously, you should decide to continue on with the quest.

Mitmair, the Blacksmith Guildsman in Morroc, will give you another test about your knowledge of Merchants and Blacksmiths. As you have come this far in the Job change test, you should decide to take the test.

Quest NPC:	Location:
Mitmair	Morroc

There are three possible sets of questions for the test.

Test Set 1

1.) What are the prerequisites of the skill "Discount"?
Enlarge Weight Limit 3

2.) What is the effect of the skill "Hammerfall"?
Stun

3.) How much zeny is consumed by Mammonite 10?
1000 zeny

4.) How many percent is saved at Discount 10?
24%

5.) How much percent margin do you get with Overcharge 10?
23%

Test Set 2

1.) Which monster drops Steel?
Skel Worker

2.) What can you make with Red Blood?
Flame Heart

3.) Which elemental ore do you have in your storehouse?
(Any answer is correct)

4.) What element is weakest against Wind in normal conditions?
Water Property monster

5.) How many Iron is needed to make Steel?
5 ea

Test Set 3

1.) Someone asks for help as you pass him. What do you do?
Ask him what he needs or Talk to him for a while

2.) Where can you learn the "Crazy Uproar" and "Change Cart" skills?
Alberta

3.) Where is the Blacksmith Guild in relation to Geffen Tower?
5 O clock location

4.) Which town has the most Blacksmiths?
Geffen

5.) Which stat has an effect on Refining and Forging?
Dex

You must have a score of at least 80 to pass (since each question is worth 20 points, you can only make one mistake). If you fail, you have to re-take the quiz again. If you pass, Mitmair will give you a Hammer of Blacksmith and send you back to Altazen to complete the job change. Do not lose it, as Altazen will not allow you to change jobs without it.

After returning from your long journey with your trophy, Altazen gives you the good news: You are now a full-fledged Blacksmith!

If you changed jobs at Merchant Job 48 or below, you will get 5 Steel as a reward.

If you changed jobs above Merchant Job 48, you will get 30 Steel as a reward.

Skills

[Passive] Hilt Binding

Description: Adds 1 STR and 4 ATK. Also increases the lasting time of Adrenaline Rush, Power Thrust, Weapon Perfection skills by 10%.

[Passive] Skin Tempering

Description: Reduces damage from Fire element sources by 5% per level, and from Neutral element sources by 1% per level.

Level:	Effect / SP Cost:
Lv. 1	-5% damage reduction from fire; -1% neutral damage
Lv. 2	-10% damage reduction from fire; -2% neutral damage
Lv. 3	-15% damage reduction from fire; -3% neutral damage
Lv. 4	-20% damage reduction from fire; -4% neutral damage
Lv. 5	-25% damage reduction from fire; -5% neutral damage

[Passive] Iron Tempering

Description: Iron Tempering enables you to refine Iron from Iron Ores.

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 26%
Lv. 2	Base Success Rate 32%
Lv. 3	Base Success Rate 38%
Lv. 4	Base Success Rate 44%
Lv. 5	Base Success Rate 50%

Extra Note: Forging successes are influenced by Luck, Dex and Job Level.

[Passive] Weaponry Research

Description: Each level Increases a blacksmith's Hit, Atk and Forging Success Rate.

Requirement: Lv. 1 Hilt Binding

Level:	Effect / SP Cost:
Lv. 1	+ 02 Atk/Hit & 1 % Forging Success Rate
Lv. 2	+ 04 Atk/Hit & 2 % Forging Success Rate
Lv. 3	+ 06 Atk/Hit & 3 % Forging Success Rate
Lv. 4	+ 08 Atk/Hit & 4 % Forging Success Rate
Lv. 5	+ 10 Atk/Hit & 5 % Forging Success Rate
Lv. 6	+ 12 Atk/Hit & 6 % Forging Success Rate
Lv. 7	+ 14 Atk/Hit & 7 % Forging Success Rate
Lv. 8	+ 16 Atk/Hit & 8 % Forging Success Rate
Lv. 9	+ 18 Atk/Hit & 9 % Forging Success Rate
Lv. 10	+ 20 Atk/Hit & 10 % Forging Success Rate

[Passive] Steel Tempering

Description: Steel Tempering enables you to refine Steel from Iron and Coal. The Base Success Rate of success is dependent on your Base Level.

Requirement: Lv. 1 Iron Tempering

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 15%
Lv. 2	Base Success Rate 20%
Lv. 3	Base Success Rate 25%
Lv. 4	Base Success Rate 30%
Lv. 5	Base Success Rate 35%

Extra Note: Forging successes are influenced by Luck, Dex and Job Level.

[Passive] Enchanted Stone Craft

Description: Enchant Magic Stones enables you to refine Magical stones into their pure form. The Base Success Rate of success is dependent on your Base Level.

Requirement: Lv. 1 Iron Tempering

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 15%
Lv. 2	Base Success Rate 20%
Lv. 3	Base Success Rate 25%
Lv. 4	Base Success Rate 30%
Lv. 5	Base Success Rate 35%

Extra Note: Skill will always succeed in turning 10 Star Dusts into Star Crumb.

[Passive] Research Oridecon

Description: Oridecon research increases the Base Success Rate of forging level 3 weapons. The bonus is dependent on your Base Level.

Requirement: Lv. 1 Enchanted Stone Craft

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 15%
Lv. 2	Base Success Rate 20%
Lv. 3	Base Success Rate 25%
Lv. 4	Base Success Rate 30%
Lv. 5	Base Success Rate 35%

Extra Note: You need Oridecon Research 1 AND Smith Weapon 3 to forge a Level 3 Weapon.

[Passive] Smith Dagger

Description: Smith Dagger enables you to create Dagger Class Weapons. The Base Success Rate of success is dependent on your Base Level.

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 10% Forge Level 1 Weapon
Lv. 2	Base Success Rate 20% Forge Level 2 Weapon
Lv. 3	Base Success Rate 30% Forge Level 3 Weapon w/ Oridecon Resarch

[Passive] Smith Brass Knuckle

Description: Smith Brass Knuckles enables you to create Knuckle Class Weapons.

Requirement: Lv. 1 Smith Dagger

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 10% Forge Level 1 Weapon
Lv. 2	Base Success Rate 20% Forge Level 2 Weapon
Lv. 3	Base Success Rate 30% Forge Level 3 Weapon w/ Oridecon Resarch

[Passive] Smith Sword

Description: Smith Sword enables you to create One-handed Sword Class Weapons. The Base Success Rate of success is dependent on your Base Level.

Requirement: Lv. 1 Smith Dagger

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 10% Forge Level 1 Weapon
Lv. 2	Base Success Rate 20% Forge Level 2 Weapon
Lv. 3	Base Success Rate 30% Forge Level 3 Weapon w/ Oridecon Resarch

[Passive] Ore Discovery

Description: Ore Discovery increases the Base Success Rate of Recovering ores from Monsters.

Requirement: Lv. 1 Hilt Binding, and Lv. 1 Steel Tempering

Extra Note: This skill will give the Blacksmith a Base Success Rate to get an ore drop from any monster that he kills. Drops include Iron Ore, Iron, Steel, Gold, Oridecon, Elunium, Elemental Stones and Emperium.

[Passive] Smith Two-Handed Sword

Description: Smith Two-handed Sword enables you to create Two-handed Sword Class Weapons.

Requirement: Lv. 1 Smith Sword

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 10% Forge Level 1 Weapon
Lv. 2	Base Success Rate 20% Forge Level 2 Weapon
Lv. 3	Base Success Rate 30% Forge Level 3 Weapon w/ Oridecon Resarch

[Passive] Smith Axe

Description: Smith Axe enables you to create Axe- Class weapons.

Requirement: Lv. 2 Smith Sword

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 10% Forge Level 1 Weapon
Lv. 2	Base Success Rate 20% Forge Level 2 Weapon
Lv. 3	Base Success Rate 30% Forge Level 3 Weapon w/ Oridecon Resarch

[Passive] Smith Mace

Description: Smith Mace enables you to create Mace Class Weapons.

Requirement: Lv. 1 Smith Knuckle

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 10% Forge Level 1 Weapon
Lv. 2	Base Success Rate 20% Forge Level 2 Weapon
Lv. 3	Base Success Rate 30% Forge Level 3 Weapon w/ Oridecon Resarch

[Passive] Smith Spear

Description: Smith Spear enables you to create Spear Class Weapons.

Requirement: Lv. 2 Smith Dagger

Level:	Effect / SP Cost:
Lv. 1	Base Success Rate 10% Forge Level 1 Weapon
Lv. 2	Base Success Rate 20% Forge Level 2 Weapon
Lv. 3	Base Success Rate 30% Forge Level 3 Weapon w/ Oridecon Resarch

[Active] Repair Weapon

Description: Repairs a piece of broken equipment the target is carrying. You must have in your inventory the appropriate refining material is required per weapon. This skill costs 30 SP.

Level 1 Weapon - Iron Ore
Level 2 Weapon - Iron
Level 3 or 4 Weapon - Rough Oridecon
Armor - Steel

Requirement: Lv. 1 Weaponry Research

Artwork from Gravity Corp.

[Offensive] Hammerfall

Description: The massive shockwave caused by the Hammerfall skill has a chance to stun all opponents in an area immediately around the target area of the skill. Costs 10sp

Level:	Effect / SP Cost:
Lv. 1	30% Chance to Stun
Lv. 2	40% Chance to Stun
Lv. 3	50% Chance to Stun
Lv. 4	60% Chance to Stun
Lv. 5	70% Chance to Stun

Extra Note: Vit and Luk both reduce the chance and duration of stun.

[Supportive] Adrenaline Rush

Description: Increases the attack speed of the entire party by 25%, with the initiator of the skill getting a 30% increase in attack speed.

Requirement: Lv. 2 Hammerfall

Level:	Effect / SP Cost:
Lv. 1	30 Seconds Duration 20sp
Lv. 2	60 Seconds Duration 23sp
Lv. 3	90 Seconds Duration 26sp
Lv. 4	120 Seconds Duration 29sp
Lv. 5	150 Seconds Duration 32sp

[Supportive] Power Thrust

Description: Increases the ATK rating of everyone in the party, regardless of weapon. There is a 0.1% chance of breaking your weapon when activating Power Thrust.

Requirement: Lv. 3 Adrenaline Rush

Level:	Effect / SP Cost:
Lv. 1	105% Attack 18sp
Lv. 2	110% Attack 16sp
Lv. 3	115% Attack 14sp
Lv. 4	120% Attack 12sp
Lv. 5	125% Attack 10sp

[Supportive] Weapon Perfection

Description: Allows you and your party to ignore weapon-size penalties and deal 100% of your base weapon damage to any creature regardless of its size for a duration.

Requirement: Lv. 3 Adrenaline Rush, Lv. 1 Power Thrust, Lv. 5 Weaponry Research

Level:	Effect / SP Cost:
Lv. 1	10 Seconds Effect 22sp
Lv. 2	20 Seconds Effect 24sp
Lv. 3	30 Seconds Effect 26sp
Lv. 4	40 Seconds Effect 28sp
Lv. 5	50 Seconds Effect 30sp

[Supportive] Power Maximize

Description: Power Maximize guarantees that your weapon will do the maximum amount of damage it can do for a limited duration. 10sp is needed for this skill to activate and it drains a small amount of SP depending on skill level.

Requirement: Lv. 3 Weapon Perfection, and Lv. 2 Power Thrust

Level:	Effect / SP Cost:
Lv. 1	Drains 1 SP every 1 Second
Lv. 2	Drains 1 SP every 2 Second
Lv. 3	Drains 1 SP every 3 Second
Lv. 4	Drains 1 SP every 4 Second
Lv. 5	Drains 1 SP every 5 Second

BUILDS

Siege Blacksmith

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	89	6	10	110	Crazy Uproar
Agi	65	2	1	68	Hilt Binding
Vit	64	6		70	
Int	15	2	1	18	
Dex	38	12		50	
Luk	1	2	1	4	

Artwork from Gravity Corp.

Equipment	Type
Head (Upper)	Grand Circlet
Head (Mid)	Devil Ears
Head (Lower)	None
Armor	Chain Mail [Marc Card]
Garment	Manteau [Raydric Card]
Shoes	Boots [Matyr Card]
Right Hand	Mace-type or 1 Handed Axe-type weapon
Left Hand	Buckler [Thara Frog Card]
AccessoryA	Ring [Mantis Card]
AccessoryB	Ring [Mantis Card]

Skill Name	Level
Increase Weight Limit	10
Pushcart	10
Mammonite	10
Discount	10
Overcharge	10
Hilt Binding	1
Weaponry Research	10
Hammerfall	5
Adrenaline Rush	5
Power Thrust	5
Weapon Perfection	3
Power Maximize	5
Skin Tempering	5
Vending	8
Item Appraisal	1
Remaining Skill Points	0

Blacksmith

By Yralyn, Blacksmith, Level 66/37, Of Chaos

Blacksmiths, those who breathe life into their craftsmanship, were primarily concerned with the crafting and creation of powerful variations of most normal melee weapons.

There are two main types of smiths: Forger and Battle.

Forger builds normally rely on others to level, since their main stats are for the sole purpose of forging (high/maximum DEX & LUK). Before, they were believed to be the richest type of character in-game, because forged weapons were difficult to make and very expensive (even today they reach up to the millions in price).

Battle builds (often dubbed "Battlesmiths") have high STR, and decent amounts of AGI & VIT. Their DEX is significantly lower than the forger, and their LUK is oftentimes non-existent, which is okay since Battlesmiths normally have little need for LUK and the DEX is made up with Weapon Research, a skill that adds 20% to the chance to hit opponents.

My best tip for both types is this: be prepared to spend. Unlike popular belief, the Blacksmith class is an extremely expensive class: Forgers might earn millions but they also spend millions trying to make weapons and for leeching/leveling, while Battlesmiths simply drain so much zeny from using potions and Mammonite.

This doesn't stop smiths from being one of the more respected and feared classes in PvP:

- Mammonite – can whittle down all but the toughest opponents down in seconds.
- Cart Revolution – a quest skill that makes it possible for a lone smith to wipe out an entire party.
- Hammerfall – perhaps the most feared non-damaging skill in PvP, as it can easily stun players, rendering them helpless against the relentless assault of the smith.

For the Blacksmiths, their best defense is their powerful offense.

Artwork from Gravity Corp.

Alchemist

Merchants who invest into bizarre ventures often find themselves caught up with the myths and theories of alchemy. There is always that one great legend of being able to turn lead into gold – what could be more profitable? The study of alchemy has led to many practical, if not outlandish, skills that could help out against the battle against evil. No, they haven't found out how to turn lead into gold yet, but that doesn't mean they've stopped trying.

With their books of formulas and potions in their carts, Alchemists are often seen adventuring for the strange components that they need for their mixtures or vending at street corners, trying to get people to try out their new potions. No one really knows how they can conjure living plants out of bottles or how each potion brew actually works, but they can't deny that those techniques do work. Alchemists also study some practical sciences and they are capable of making Acids and Firebottles that can destroy weapons and armor that their enemies wield. They can also create a protective coating mixture that will prevent these items from being damaged.

Alchemists often prefer to support their adventuring comrades by throwing curative potions at them during combat. They can also use axes to good effect if they have to close in for melee combat. Knights, Crusaders, and other melee professions like to have Alchemists with them as they can focus on the fighting while the Alchemists make sure that none of them are injured too badly.

Solving the greatest puzzle of alchemy by turning lead into gold would make being an Alchemist lose its charm. Perhaps that's why no Alchemist has ever solved this puzzle.

Artwork from Gravity Corp.

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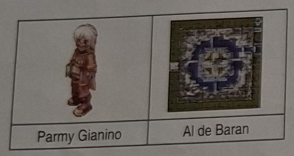
STR:	AGI:	VIT:	INT:	DEX:	LUK:
5	6	3	7	8	0

QUEST

The Alchemist Guild is located in the lower left corner of Al de Baran. You might want to save at the Al de Baran Kafra Girl before going in, as you will be doing a lot of travelling over the course of the quest.

Parmy Gianino, A member of the Alchemist's Guild, handles all registrations. Choose to Sign the registration and pay the entrance fee of 50,000z to begin.

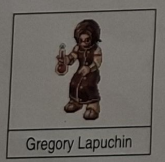


Parmy will ask you to bring one of three sets of items as part of your registration.

7 Berserk Potion
100 Mini-Furnace
7500 Fire Arrows

*Note: If you have an Old Magic Book and a Hammer of Blacksmith, you can give her those instead of bringing the required items.

After settling the Registration, you will be directed to see Lapuchin. Go down the stairs to the left and go to the lower right basement room to find him.



Inside the room is a Fastidious Alchemist, Gregory Lapuchin. He does not approve of light-hearted applicants and administers a vicious mathematics test to weed out the slackers. If you are truly determined to be an Alchemist, choose to take his test.

*Note: If you are at Merchant Job 50, you can skip the test, since you have worked hard enough, in his opinion.

There are three possible test sets.

Test Set 1

1.) 12 + 23 + 34 + 45 = ?
114

2.) 1000 - 36 - 227 - 348 = ?
389

3.) 14 * 17 * 3 = ?
714

4.) 9765 / 3 / 5 / 7 = ?
93

5.) (47 * 28) - (1376 / 4) = ?
972

6.) (2646 / 7) + (13 * 28) = ?
742

7.) If you are on 24% discount, what is the total price of 12 red potions, 5 wings of flies, and 1 wing of butterfly?
909

8.) What is the total weight of 3 Scimiters, 1 Helm and 1 Coat?
450

9.) What's the sum of the defence of a biretta, a mantle, a phantom of opera, a ribbon, a muffler, a boots, and a ear mufs?
20

10.) How much zeny will you earn if you buy 5 helms with 24% Discount and sell them at 20% of the original price?
8800

Test Set 2

1.) 13 + 25 + 37 + 48 = ?
123

2.) 1000 - 58 - 214 - 416 = ?
312

3.) 12 * 24 * 3 = ?
864

4.) 10530 / 3 / 5 / 2 = ?
351

5.) (35 * 19) - (1792 / 7) = ?
409

6.) (2368 / 8) + (24 * 17) = ?
704

7.) (2646 / 7) + (13 * 28) = ?
742

8.) What's the total price of 15 Green Potions, 6 Magnifiers and 4 Traps?
934

9.) What's the total weight of 3 Ring Pommel Sabers, 4 Caps, and 2 Boots?
550

10.) What is the total defence of a Buckler, a Coat, a Gas Mask, a Queen Ribbon, a Cute Ribbon, a Sakkat, and a Glasses?
16

11.) How much zeny will you earn if you buy 3 Tights with 24% Discount, and sell them at 20% of the original price?
8520

Test Set 3

1.) 12 + 23 + 34 + 45 = ?
114

2.) 1000 - 58 - 214 - 416 = ?
312

3.) 14 * 17 * 3 = ?
714

4.) 10530 / 3 / 5 / 2 = ?
351

5.) (47 * 28) - (1376 / 4) = ?
972

6.) (2646 / 7) + (13 * 28) = ?
742

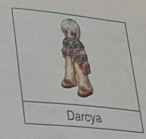
7.) What is the total price of 6 Red Potions, 7 Green Potions and 8 Fly Wings with 24% Discount?
798

8.) What's the total weight of 2 Ring Pommel Sabers, 3 Caps, and 3 Boots?
480

9.) What's the total defence of a Mirror Shield, a Leather Jacket, a Smile Mask, a Silk Robe, a Wedding Veil, a Muffler and an Eyepatch?
12

10.) How much zeny will you earn if you buy 4 Padded Armors with 24% Discount, and sell them at 20% of the original price?
7680

If you make a single mistake on the test, you will fail. If you pass, however, Lapuchin will acknowledge that you have some ability, and will send you to the next room to learn from Darcya.



In the bottom middle room of the basement of the Alchemist's Guild is Darcya, a Researcher. Tell him that you wish to learn how to experiment, and he will teach you the basics of Pharmacy.

You will be asked to bring the following:

3 Medicine Bowl
3 Empty Bottle
1 Red Herb
1 Yellow Herb
1 White Herb

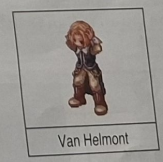
*Note: If you bring and give him an Illusion Flower before he begins the lecture, you will automatically pass the Alchemy Exam, no questions asked. Just proceed to Vincent Carcialo on the second floor and you can change Jobs.

After bringing the items requested, Darcya will begin his lecture on Pharmacy, and will instruct you to mix a potion as he instructed. The process is as follows:

1.) Prepare the Medicine Bowl
2.) Put the Herb in the Bowl
3.) Grind the Herbs
4.) Pour the purified water
5.) Continue grinding herbs
6.) Put it in the empty bottle

If you make a mistake with any of the steps, you will have to find the items again and repeat the whole procedure.

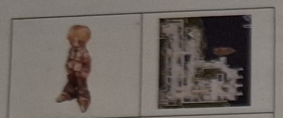
After successfully completing the process, you should have made 1 Red Potion, 1 Yellow Potion and 1 White Potion. Darcya will then send you to the next room to learn from Van Helmont.



On the lower left corner of the room is Van Helmont, the Expert Experimentalist. He will ask you who you are. Obviously, as an Alchemist Applicant, you are here to ask him to teach you something. He will send you to Molghenstein to learn about Counteragent and Mixture.

*Note: If you attempt to try to talk to him again without going to Molghenstein, you will not be able to answer his quiz properly as all the possible answers are automatically wrong.

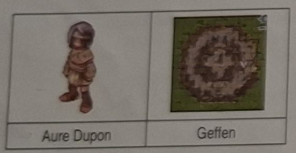
Learning about Counteragent and Mixture is exactly the same procedure as the Dye Quest. First of all, you have to go to Alberta to talk to Louitz. He is in the right-most room on the second floor of the Alberta Hotel. Be sure to have Karvodailnirol and Detrimindexta in your inventory before going to see him. When he asks you what the matter is, begin to talk about the solutions. Louitz will direct you to Geffen, where Professor Molghenstein is doing experiments on said solutions.



Louitz | Alberta

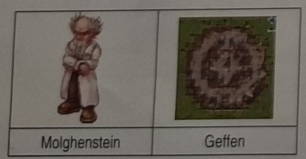
After arriving at Geffen, look for Aure Dupon and ask about Molghenstein. He will direct you to his dwelling, but will caution you not to talk to him. Obviously, as you need to ask him about Counteragent and Mixture, you have no choice but to do so.

*Note: This part of the quest is compulsory - you have to ask Aure Dupon about Molghenstein to unlock the conversation about Counteragent and Mixture.



Aure Dupon | Geffen

Molghenstein lives on the second floor of the Blacksmith Guild of Geffen. Go up the stairs, and go into the next room to talk to him, and ask about his research. He will launch into an explaination about the properties of the two solutions. After the explaination, ask him to make Mixture and take down the materials needed for such. Ask him to make Counteragent afterwards and do the same thing. You can return to Van Helmont after getting the materials list.



Molghenstein | Geffen

Upon returning to Van Helmont to report his progress, he will give you a quiz about Mixture and Counteragent. The questions are:

1.) Which item is not necessary to make Counteragent?
Karvodailnirol

2.) Which item is not necessary to make Mixture?
Detrimindexta

If you fail the quiz, you will have to repeat it. If you succeed, Van Helmont will send you to see Nicolas Plamel.

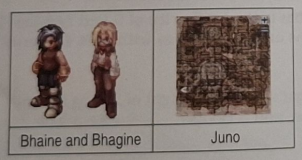
Nicolas Plamel

The Chief Researcher, Nicolas Plamel, has a nasty quiz for new applicants: a misaligned word chart. You will have to identify five words that can be formed by reading the letters forward, backward, downward, upward and diagonally in all directions. To simplfy things, the list of words you can find are the following:

brigan	partizan	hole	endure
notebook	vendor	merchant	evergreen
party	drunken	tiger	

If you miss even one word, you will have to retake the test. If you pass the test, talk to Plamel again to take the last test - delivery of items to the Bhagine brothers in Juno to perform an alchemical experiment. You will receive 1 Mixture, 5 Burnt Tree, 5 Fine Sand, 3 Rough Oridecon and 3 Rough Elunium as materials to perform the experiment.

However, this is not the complete list of components needed for the experiment. In addition to the materials above, you will need 5 Coal and 5 Mini-Furnaces to perform the experiment. You'll have to provide these additional materials by yourself, unfortunately.

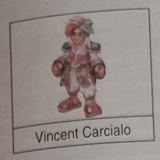


Bhaine and Bhagine | Juno

The brothers Bhaine and Bhagine can be found on the second floor of a house on the lower left corner of Juno. Talk to either of them and tell them that you will help them out in their experiment. They will give you a list of materials to gather, if you are missing one or more of them. Once you have collected all the components necessary for the experiment, the brothers will attempt an alchemical procedure that will generate a small number of random Jewels or Ore.

After you have successfully performed the alchemical transfiguration, return to Nicolas Plamel and he will give you the good news: you are now qualified to be an Alchemist!

Go to the second floor of the Alchemist Guild in Al de Baran to find a Majestic Alchemist, Vincent Carcialo. If you have passed Nicolas Plamel's exam, he will officially induct you into the Alchemist Guild. Congratulations! You are now a full-fledged Alchemist!



Vincent Carcialo

If you changed jobs at Merchant Job 49 or below, you will get a random book from the following list:

Normal Potion Creation Book
Alchol Creation Book
FireBottle Creation Book
Acid Creation Book
Mine Creation Book
Plant Creation Book
Coating Creation Book

If you changed jobs at Merchant Job 50, you will get a Slim Potion Creation Book.

Artwork from Gravity Corp.

SKILLS

[Passive] Learning Potion

Description: Improves potion potency and aids in manufacturing potions. The bonus added by this skill to the restoration amount of a potion is in addition to the total restoration amount increased by VIT and HP recovery skills.

Level:	Effect:
Lv. 1	Potency +5%
Lv. 2	Potency +10%
Lv. 3	Potency +15%
Lv. 4	Potency +20%
Lv. 5	Potency +25%
Lv. 6	Potency +30%
Lv. 7	Potency +35%
Lv. 8	Potency +40%
Lv. 9	Potency +45%
Lv. 10	Potency +50%

[Passive] Axe Mastery

Description: Increases Weapon Damage from Axe class weapons.

Level:	Effect:
Lv. 1	+ 03 Attack
Lv. 2	+ 06 Attack
Lv. 3	+ 09 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

[Active] Pharmacy

Description: Create various potions or chemicals. Requires 1 Medicine Bowl and the Creation Guide for the potion the caster is attempting to make, as well as the components of the potion to be made. (Mastered at level 10)

Requirement: Lv. 5 Learning Potion

Notes: Success in Pharmacy is influenced by base level, DEX and LUK

[Active] Sphere Mine

Description: Summon up to three Marine Spheres on chosen locations. The Marine Spheres will self-destruct in 5 seconds when attacked. Requires 10 SP to cast.

Requirement: Lv. 2 Pharmacy, and 1 Mine Bottle

[Active] Bio Cannibalize

Description: Summons several Plant type creatures on chosen locations. The kind of Plant Creature is affected by the skill level, and only one kind of monster can be summoned at a given time. Requires 15 SP to cast.

Requirement: Lv. 6 Pharmacy and 1 Maneater Bottle

Level:	Effect:
Lv. 1	Summon up to 5 Mandragoras
Lv. 2	Summon up to 4 Hydras
Lv. 3	Summon up to 3 Floras
Lv. 4	Summon up to 2 Parasites
Lv. 5	Summon up to 1 Geographer

[Offensive] Demonstration

Description: Set the ground on fire with a bottle grenade.The fire damages a target every second. However the target is not knocked back. Also this skill has small chance to damage the weapon of target at the same time when the target takes damage. If the armor of the target is being protected by [Chemical Protection: Weapon] skill, this skill will not damage the weapon. Consumes 10 SP and one Fire Bottle regardless of level.

Requirement: Lv. 4 Pharmacy

Level:	Effect:
Lv. 1	ATK 120% 1% Chance to Damage
Lv. 2	ATK 140% 2% Chance to Damage
Lv. 3	ATK 160% 3% Chance to Damage
Lv. 4	ATK 180% 4% Chance to Damage
Lv. 5	ATK 200% 5% Chance to Damage

[Offensive] Acid Terror

Description: Attacks a target by throwing an acid bottle. This skill has a chance to damage the armor of the target at the same time. If the armor of the target is being protected by [Chemical Protection: Armor] skill, this skill will not damage the armor. Requires 15 SP and one Acid Bottle per use, regardless of level.

Requirement: Lv. 5 Pharmacy

Level:	Effect:
Lv. 1	ATK 140% Armor Damage Chance: 3%
Lv. 2	ATK 180% Armor Damage Chance: 7%
Lv. 3	ATK 220% Armor Damage Chance: 10%
Lv. 4	ATK 260% Armor Damage Chance: 12%
Lv. 5	ATK 300% Armor Damage Chance: 13%

Notes: Acid Terror, Demonstration and Mine Sphere damage is also increased by Axe Mastery.

[Supportive] Potion Pitcher

Description: Restores HP by throwing a potion to a party member guildsman of the caster. Skill level affects the kind of potion the caster can use. Consumes 10 SP regardless of level.

Requirement: Lv. 3 Pharmacy

Level:	Effect:
Lv. 1	Potion Potency: 110% Red Potion
Lv. 2	Potion Potency: 120% Orange Potion
Lv. 3	Potion Potency: 130% Yellow Potion
Lv. 4	Potion Potency: 140% White Potion
Lv. 5	Potion Potency: 150% Blue Potion

Notes: Recipient skills such as SP Recovery, and HP Recovery, along with their int/vit affects the pitched potions effectivity.

[Supportive] Chemical Protection: Helm

Description: Protects the headgear of a target for the duration of the skill. This skill prevents the Rogue skill [Strip Helm] from taking effect on the character. Consumes 20 SP and one Glistening Coat per use, regardless of level.

Requirement: Lv. 2 Pharmacy

Level:	Effect:
Lv. 1	Duration: 60sec
Lv. 2	Duration: 120sec
Lv. 3	Duration: 180sec
Lv. 4	Duration: 240sec
Lv. 5	Duration: 300sec

[Supportive] Chemical Protection: Shield

Description: Protects a target's shield for the duration of the skill. This skill prevents the Rogue skill [Strip Shield] from taking effect on the character. Consumes 25 SP and one Glistening Coat per use, regardless of level.

Requirement: Lv. 3 Chemical Protection: Helm

Level:	Effect:
Lv. 1	Duration: 60sec
Lv. 2	Duration: 120sec
Lv. 3	Duration: 180sec
Lv. 4	Duration: 240sec
Lv. 5	Duration: 300sec

[Supportive] Chemical Protection: Armor

Description: Protects a target's armor for the duration of the skill. This skill prevents the Rogue skill [Strip Armor] from taking effect on the character. Consumes 25 SP and one Glistening Coat per use, regardless of level.

Requirement: Lv. 3 Chemical Protection: Shield

Level:	Effect:
Lv. 1	Duration: 60sec
Lv. 2	Duration: 120sec
Lv. 3	Duration: 180sec
Lv. 4	Duration: 240sec
Lv. 5	Duration: 300sec

[Supportive] Chemical Protection: Weapon

Description: Protects the weapon of a target for the duration of the skill. This skill prevents the Rogue skill [Strip Weapon] from taking effect on the character. Consumes 30 SP and one Glistening Coat per use, regardless of level.

Requirement: Lv. 3 Chemical Protection: Armor

Level:	Effect:
Lv. 1	Duration: 60sec
Lv. 2	Duration: 120sec
Lv. 3	Duration: 180sec
Lv. 4	Duration: 240sec
Lv. 5	Duration: 300sec

BUILDS

Siege Alchemist

Attribute	Base	Job Bonus	Item Bonus	Final	Buffs
Str	80	10		90	
Agi	1	7		8	
Vit	97	3		100	
Int	31	7		38	
Dex	42	8		50	
Luk	1	0		1	

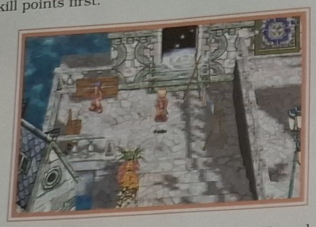
Equipment	Type
Head (Upper)	Poo Poo Hat
Head (Mid)	Evil Wing Ears
Head (Lower)	None
Armor	Chainmail (Pecopeco)
Garment	Manteau (Raydric)
Shoes	Boots (Matyr)
Right Hand	Blade (Fabrex4)
Left Hand	Buckler (Thara Frog)
AccessoryA	Necklace (Spore)
AccessoryB	Necklace (Spore)

Artwork from Gravity Corp.

Skill Name	Level
Enlarge Weight Limit	10
Pushcart	10
Mammonite	10
Discount	10
Overcharge	10
Learning Potion	10
Pharmacy	5
Chem. Protection: Helm	5
Chem. Protection: Shield	5
Chem. Protection: Armor	5
Chem. Protection: Weapon	5
Potion Pitcher	5
Demonstration	4
Acid Terror	4
Remaining Skill Points	0

Quest

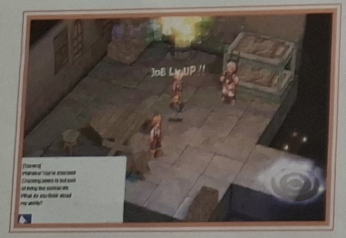
Head to the Common People's Club in Aldebaran. It is the top room of the building next to the south bridge of Aldebaran. Don't forget to spend all your skill points first.



Tzerero offers any Novice at Base Level 45 or above a chance to join the Common People's Club and become a Super Novice.

He asks you to bring him 30 Sticky Mucus and 30 Resin. Nice, common and easy, isn't it?

After you return to him with the items, he suddenly yells out that there is something behind you! No matter how you react, the initiation is over, and you are now a Supernovice!



Skills

- [Passive] Divine Protection
- [Passive] Demon Bane
- [Recovery] Heal
- [Recovery] Cure
- [Supportive] Aqua Benedicta
- [Supportive] Angelus
- [Supportive] Blessing
- [Supportive] Signum Crucis
- [Supportive] Ruwach
- [Supportive] Teleport
- [Supportive] Increase AGI
- [Supportive] Decrease AGI
- [Supportive] Pneuma
- [Active] Warp Portal

refer to pages 92-94

- [Passive] Double Attack
- [Passive] Improved Dodge
- [Supportive] Detoxify
- [Supportive] Hiding
- [Supportive] Steal
- [Offensive] Envenom

refer to page 33

- [Passive] Owl's Eye
- [Passive] Vulture's Eye
- [Supportive] Improve Concentration

refer to page 51

- [Offensive] Fire Pillar
- [Offensive] Sightrasher
- [Offensive] Earth Spike
- [Offensive] Jupitel Thunder
- [Offensive] Meteor Storm
- [Offensive] Waterball
- [Offensive] Frost Nova
- [Offensive] Storm Gust
- [Offensive] Heavens Drive
- [Offensive] Lord of Vermillion
- [Supportive] Ice Wall
- [Supportive] Sense
- [Supportive] Quagmire

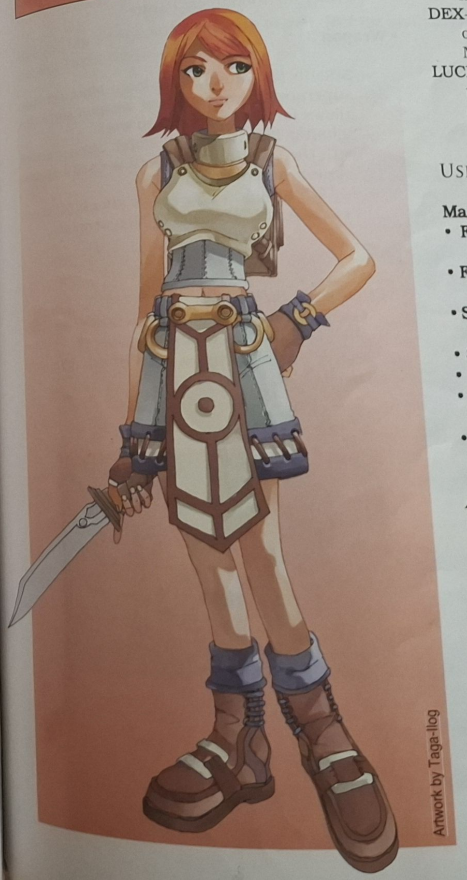
refer to pages 72-75

- [Passive] Sword Mastery
- [Supportive] Endure
- [Passive] Increase HP Recovery
- [Supportive] Provoke
- [Offensive] Magnum Break
- [Offensive] Bash

refer to pages 14-15

- [Passive] Enlarge Weight Limit
- [Passive] Discount
- [Passive] Overcharge
- [Passive] Pushcart
- [Offensive] Mammonite
- [Active] Item Appraisal
- [Active] Vending

refer to pages 112-113



Artwork by Taga-ilog

Basic SuNo Information

Introduction

The benefits of being a Super Novice (or SuNo) are great. They are extremely enjoyable, more powerful than first jobbers and have a very diverse skill-base selection. However, they are easily killed in WoE and have limited HP and SP. But if you want to experience a different pRO "lifestyle", then the Super Novice might just be for you.

Stat Overview

STR - Important stat for melee SuNo, raise to multiples of 10. Leave at 1 for Caster SUNO.
AGI - Most important stat for melee SUNO, raise for high flee.
VIT - I advise not to leave this at 1, a little defense is better than none.
INT - Most important stat for caster SUNO, raise for higher damage. Leave at 1 for melee SUNO.
DEX- Next priority of caster SUNO, raise to reduce cast time. Raise to 10 or the desired amount for Melee SUNO.
LUCK - Unless a critical SUNO will come out, I don't think there would be any reason to raise this stat above 1.

Useful Skills

Mage Spells

- **Firebolt**- Max this out, many monsters have a weakness to this spell.
- **Firewall** - One of the best if not the best skill for a Mage and Super Novice.
- **Sight** - For firewall and useful at times.Use Firebolt + Firewall combo.
- **SP Recovery** - We need at least 5 of this.
- **Cold Bolt** - Get this at 4 to unlock Frost Diver
- **Frost Diver** - To freeze the enemy. Use Frost Diver + Lightning bolt combo.
- **Lightning bolt** - If you get FD, might as well max this skill.

Acolyte Spells

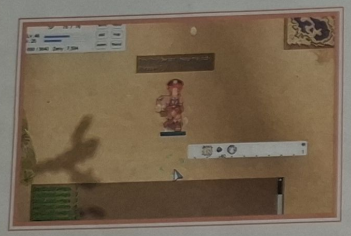
- **Heal** -The most important support skill in the entire acolyte/priest tree, max this.
- **Agi Up** - Get 1 for higher movement speed or 10 for +12 agi. 8 if you need more skill points though.
- **Bless** - Max this. nuff said.
- **Teleport** - One is enough but also 2 if you have spare skill points.

THINGS TO KNOW

1.Super Novice Angel
The _____ is your name, no space.
example: I amDokiDokiGwapoSuper Novice~
This can only be done when your base exp is in multiples of 10

Type in 7 nonsense lines
Once you do the 7, wait for a while unless you wanna be silenced.
Type this exactly
Dear angel, can you hear my voice?
I am_____Super Novice~
Help me out~ Please~ T_T

Congratulations. You now have Vigor Explosion (+50 crit)



2.Level up
All sorts of buffs are cast when you base level up.

3. Job 70
Once you reach job 70 without dying once, you get +10 to all stats. When you die (even in PVP), you lose the +10 bonus.

4. SuperNovice Cart
Near the Kafra main office, which is found in Al de Baran, there is a Kafra who rents out Super Novice carts, she is not found inside the building but hidden.

5.Equipment
SUNOs are stuck with stilettos and scimitars as their primary weapons throughout their lives and a limited choice of equipment. So if you want your SUNO to stand out (compared to other SUNOs) this job is not for you.

• Upper Headgear

A1.PVP
- Poopoo hat (-10% damage from demihumans, 0 def): -10% damage from other characters, a must in PVP for SUNOs.
- Wedding Veil (-10% Mdef): Overupgrade this if you want this to be a better choice than the poopoo hat.

A2.Leveling
- Bunnyband (+2luk, 2 def): Cute and decent def, useful for the rare critSUNO
- Sakkat (+1 agi, 3 def): Good def and the agility boost is better than nothing. Affordable yet nice.
- Other mentionables: Munak/Bongun hat, Santa Hat

• Middle Headgear

A1/A2.Leveling/PVP
- Evil Ears (+1 str, 1 def): The best middle headgear, wear if you need to reach the str bonus.
- Phantom of the Opera (2 def - I am not entirely sure if SUNO's can wear this): Great Def but uses both lower and upper headgear spots.

• Lower Headgears

Anything that looks good, no lower headgear gives def or a stat except for the iron cain.

• Armor

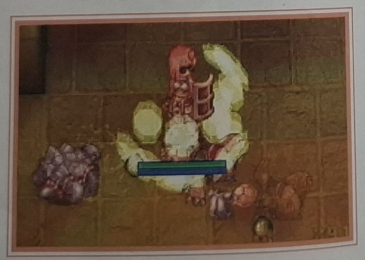
A1/A2.Leveling/PVP
- Novice Breastplate (4 def, [1] slot): Best def a novice can wear (along with the fabled pantie) but with a slot.
- Other mentionables: Pantie

• Weapon

- Stiletto (87 attack, [3] slots): Most common supernovice weapon, best weapon since this allows for double attack to work.
- Scimitar (85 attack, [3] slots): Similar attack with the stiletto, this sword is useful against medium-sized monsters.
- Rod (15 attack, +15% magic attack, [4] slots): For caster SUNOs this is THE weapon.

• Shield

A1/A2.Leveling/PVP
- Guard (2 def, [1] slot): Practically the only shield you can wear(alongside the novice guard) smack a thara card or another card into its slot.



SUPER NOVICE

By Camille Angela Tanchingco, Agi Hybrid Knight 82/50.
Valask/Alf Guild of Chaos & Sakray

Being a Novice is one tough job. Not only does a Novice possess low HP and SP, they don't have much offensive skills other than the usual attack on monsters. But the Super Novice changes all that.

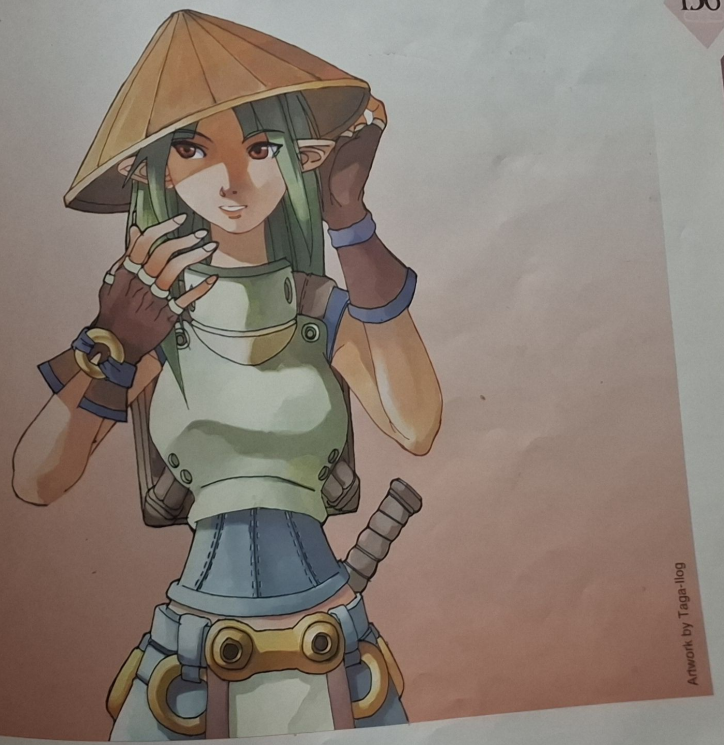
The Super Novice (a.k.a. SuNo), is one of the most interesting jobs in RO. As a Super Novice, you can have over 70 job levels, meaning more offensive and supportive skills. Some very helpful skills are Increase HP Recovery and Increase SP Recovery. Because of the low HP and SP that SuNos have, these skills will greatly help to get back at the heat of the battle.

Two important skills for melee SuNos are Improve Dodge and Improve Concentration. Add that with good AGI and AGI equipment, SuNos can attain a dodge that can surpass those of Assassins.

SuNos can also use skills like Magnum Break and Hide, although it's much preferable if these skills are attained through cards in order for the skill points to be used on supportive and passive skills.

Equipment are essential to a SuNo. Since they can only use up to Level 2 weapons, one skill that can help raise attack power is Sword Mastery. It doesn't just raise the attacking power of sword-type weapons, but it also affects dagger type weapons as well. Although a +8 Stilletto is not bad, a +10 Stilletto is still recommended for melee SuNos because of its attack power and faster attack speed. Overupgraded armors are a must in order to survive more. An overupgraded Novice Breastplate topped with a Pupa Card can add more survivability.

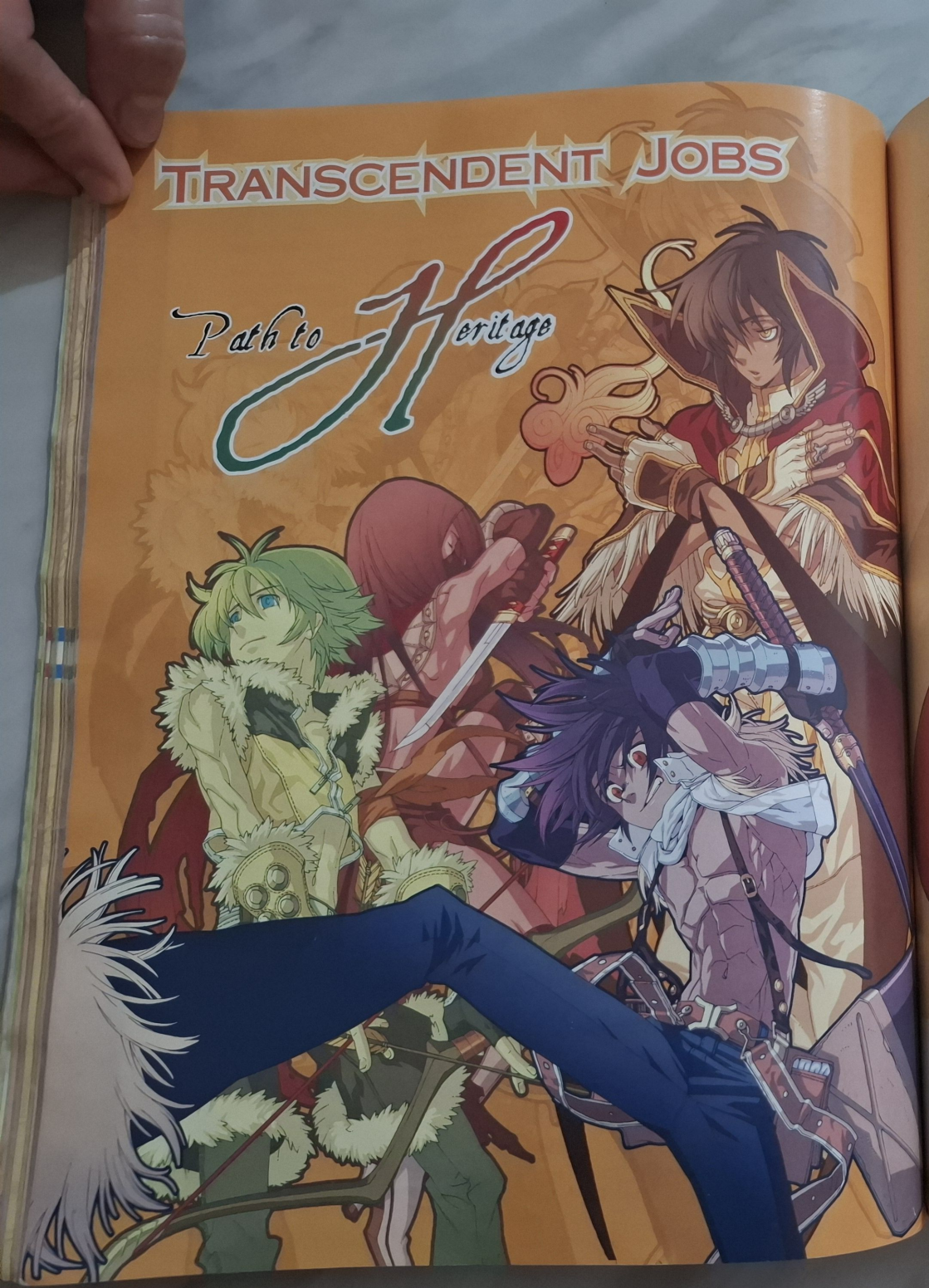
How you build your SuNo is all up to you. But the skills and equips you will use are vital to have a workable but fun Super Novice.



Artwork by Taga-llog

Transcendent Jobs

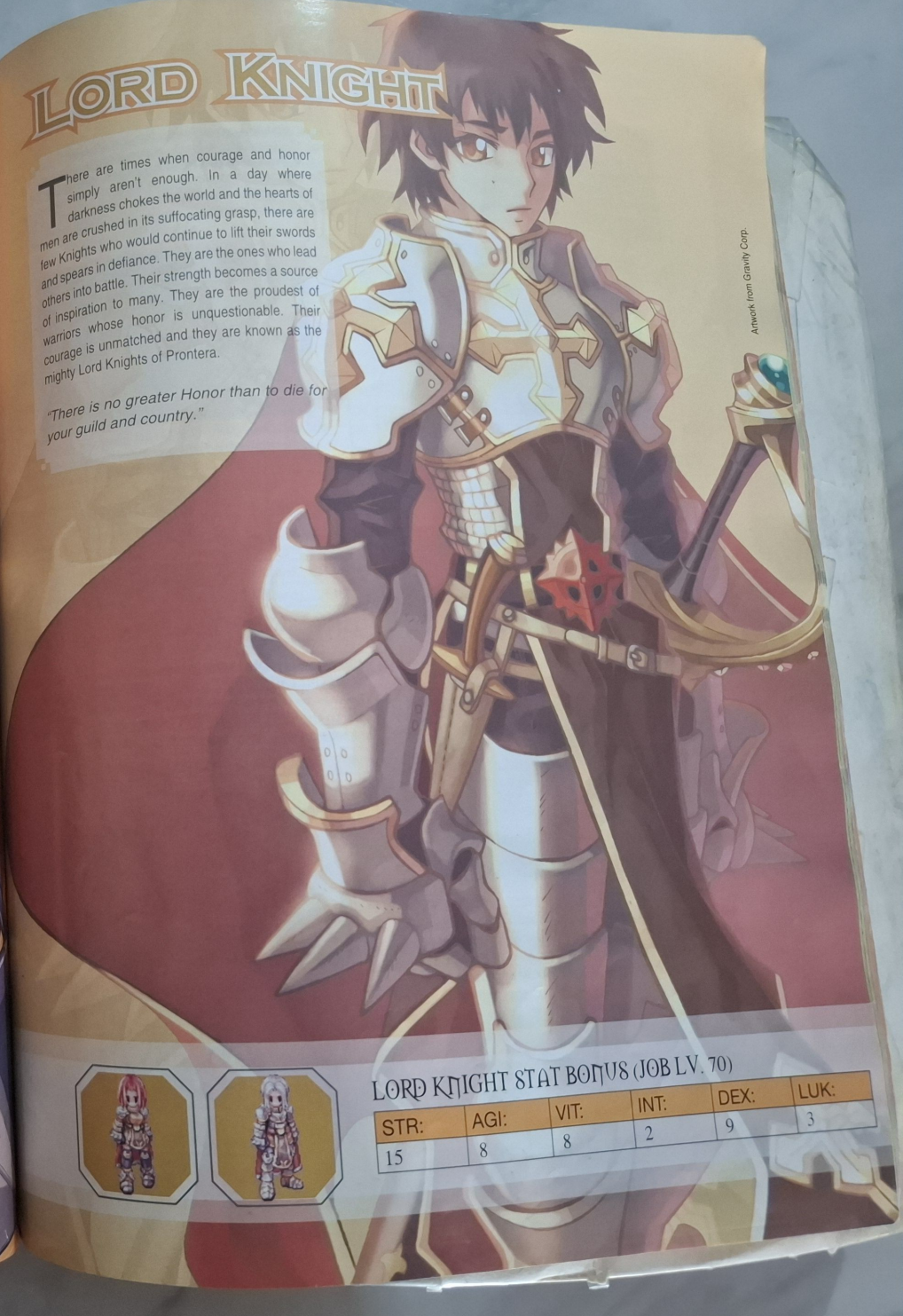
Path to Heritage



Lord Knight

There are times when courage and honor simply aren't enough. In a day where darkness chokes the world and the hearts of men are crushed in its suffocating grasp, there are few Knights who would continue to lift their swords and spears in defiance. They are the ones who lead others into battle. Their strength becomes a source of inspiration to many. They are the proudest of warriors whose honor is unquestionable. Their courage is unmatched and they are known as the mighty Lord Knights of Prontera.

"There is no greater Honor than to die for your guild and country."



Artwork from Gravity Corp.

LORD KNIGHT STAT BONUS (JOB LV. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
15	8	8	2	9	3

QUEST

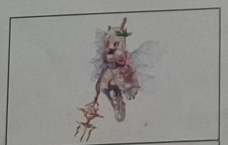
Lvl 99 Knight - High Novice

Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.

Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].



Vakyrie

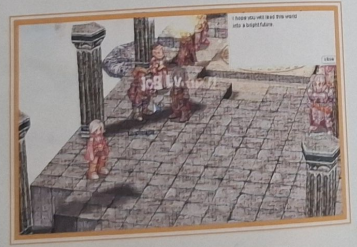
High Novice - High Swordsman

Once you get your High Novice to Job Lv 10 you can change into a High Swordsman. Just go back to the Swordsman Guild found at izlude_in 74 166 and talk to theSwordsman Guide. You don't need to take a job change exam anymore, just talk to her and he will change you into a High Swordsman.

Swordsman Guide
(izlude_in 74 166)

High Swordsman - Knight Lord

When your High Swordsman reaches at least Job Lv 40 you can change into Lord Knight. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Lord Knight NPC. Just answer Yes when asked and she will change you into a Knight Lord.



Lord Knight
(valkyrie 46, 39)

SKILLS

[Supportive] Aura Blade

Description: Enchant aura on a weapon to do more damage onto a target. This damage is not affected by accuracy rate of the caster or the defense of the target.

Requirements: Lv. 5 Bash, Lv. 5 Magnum Break, & Lv. 5 Two-handed Sword Mastery

Level:	Effect / SP cost:
Lv. 1	+20 Damage SP-22
Lv. 2	+40 Damage SP-24
Lv. 3	+60 Damage SP-26
Lv. 4	+80 Damage SP-28
Lv. 5	+100 Damage SP-30

[Supportive] Parry

Description: Block an attack from an enemy using a Two Handed Sword. When successful, the caster can dodge one attack from enemy and at the same time, one attack of the caster will be canceled. Requires a two handed sword.

Requirements: Lv. 10 Two-handed Sword Mastery, Lv. 5 Provoke, & Lv. 3 Two-handed Quicken

Level:	Effect / SP cost:
Lv. 1	+28% Chance to Gaurd for 10 seconds SP-12
Lv. 2	+31% Chance to Gaurd for 15 seconds SP-14
Lv. 3	+34% Chance to Gaurd for 20 seconds SP-16
Lv. 4	+37% Chance to Gaurd for 25 seconds SP-18
Lv. 5	+40% Chance to Gaurd for 30 seconds SP-20
Lv. 6	+43% Chance to Gaurd for 35 seconds SP-22
Lv. 7	+46% Chance to Gaurd for 40 seconds SP-24
Lv. 8	+49% Chance to Gaurd for 45 seconds SP-26
Lv. 9	+52% Chance to Gaurd for 50 seconds SP-28
Lv. 10	+55% Chance to Gaurd for 55 seconds SP-30

Artwork from Gravity Corp.

[Supportive] Concentrate

Description: When used, it increases accuracy and attack strength of its user and casts Endure effect at the same time. However, the defense of the user will be decreased for the skill's duration.

Requirements: Lv. 5 HP Recovery, Lv. Peco Riding, & Lv. 5 Spear Mastery

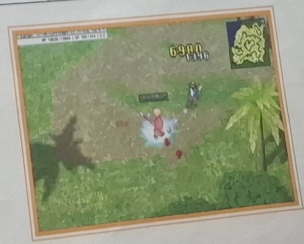
Level:	Effect / SP cost:
Lv. 1	+10% Hit / +05% Dmg / -05% Defence for 25 seconds SP-18
Lv. 2	+20% Hit / +10% Dmg / -10% Defence for 25 seconds SP-26
Lv. 3	+30% Hit / +15% Dmg / -15% Defence for 25 seconds SP-34
Lv. 4	+40% Hit / +20% Dmg / -20% Defence for 25 seconds SP-42
Lv. 5	+50% Hit / +25% Dmg / -25% Defence for 25 seconds SP-50

[Offensive] Spiral Pierce

Description: Deliver multiple spiral like attacks to an enemy. Weight of the Spear affects the amount of damage. When hit, the enemy is frozen for a second. Although skill level affects the amount of damage this skill deals, as well as weight of the spear, the skill level also affects the casting time and delay after use.

Requirements: Lv. 10 Spear Mastery, Lv. 5 Pierce, Lv. 1 Peco Riding, & Lv. 5 Spear Stab

Level:	Effect / SP cost:
Lv. 1	150% Damage SP-13
Lv. 2	200% Damage SP-15
Lv. 3	250% Damage SP-17
Lv. 4	300% Damage SP-19
Lv. 5	350% Damage SP-21



[Supportive] Tension Relax

Description: Increases HP restoration speed while sitting and resting. When standing up or using items while the skill is used, the skill is cancelled.

Requirements: Lv. 10 HP Recovery, Lv. 5 Provoke, & Lv. 3 Endure

Level:	Effect / SP cost:
Lv. 1	12 SP per 10 seconds.

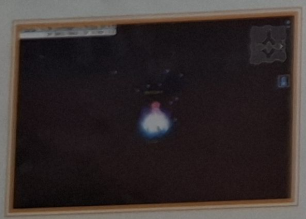
Note: Character must be sitting down.

[Supportive] Berserk

Description: Increases the maximum HP, moving speed, and attack strength for skill's duration. However, this skill decreases the flee rate of the caster at the same time. Also, the user's actions are limited to attacking and moving. The user will also be unable to be restored HP from healing skills. This skill drains a certain amount of HP per second.

Requirements: Job Lv. 50 Lord Knight

Level:	Effect / SP cost:
Lv. 1	"• Increases Max HP • Increases Damage by 200% • Increases Attack Speed by 30% • Increases Movement Speed • Flee is reduced • Inability to use potions • Inability to be healed. • HP Reduced by 5% per second"



[Offensive] Traumatic Blow

Description: Hits a monster hard to cause bleeding effect by chance. When successful, the monster will continuously receive extra damage for a while.

Requirements: Lv. 9 Spear Mastery, & Lv. 1 Peco Riding

Level:	Effect / SP cost:
Lv. 1	140% SP-23
Lv. 2	140% SP-23
Lv. 3	140% SP-23
Lv. 4	140% SP-23
Lv. 5	140% SP-23

Notes:
- Base chance to cause bleeding is 50%
- Chance of bleeding is affected by victim's vitality/luck
- Bleeding time is 60 seconds at all levels

[Offensive] Vital Strike

Description: Requires a Spear weapon. Hits a vital point of a target, causing various abnormal statuses. Skill level affects the attack strength and the success chance.

Requirements: Lv. 9 Spear Mastery, Lv. 1 Peco Riding, Lv. 3 Cavalier Mastery, and Lv. 3 Traumatic Blow

Level:	Effect / SP cost:
Lv. 1	60% Attack SP-12
Lv. 2	60% Attack SP-12
Lv. 3	60%Attack SP-14
Lv. 4	60% Attack SP-14
Lv. 5	60% Attack SP-16
Lv. 6	60% Attack SP-16
Lv. 7	60% Attack SP-18
Lv. 8	60% Attack SP-18
Lv. 9	60% Attack SP-20
Lv. 10	60% Attack SP-20

"There are two famous builds for Knights and Lord Knights as well, these are the Vitality Builds and the Agility Builds. The Hybrid Build steps in to eliminate those setbacks and combine the best of both worlds. Being able to endure most of the damages while trying to dodge some and being able to deal average damage while hitting them accurately. Having the advantage of 3-2 attack over Vit Knights and 5k of hit points over Agi builds, Hybrid Knights will definitely rise up to infamy and will be known as the best builds in the game."

- ~Superman~, Knight,
MF-Destruction Guild of Lydia

Builds

The Lord Knight

This Lord Knight build is patterned after the classic VIT Knights that populate the world of Rune Midgard. It relies on high durability and great strength both in combat against monsters and against other players. Most spear skills should be kept intact from Pierce to Brandish Spear. It's important for this build to get a Pole Axe weapon as this is currently the only effective weapon to use with the skill Spiral Pierce. This type of Lord Knight can lead the charge into opposing agits and it can deal out significant damage if accompanied by a Bard or Clown that performs Bragi's Poem due to the high DEX. This allows for faster use of Spiral Pierce.

Recommended Stats:

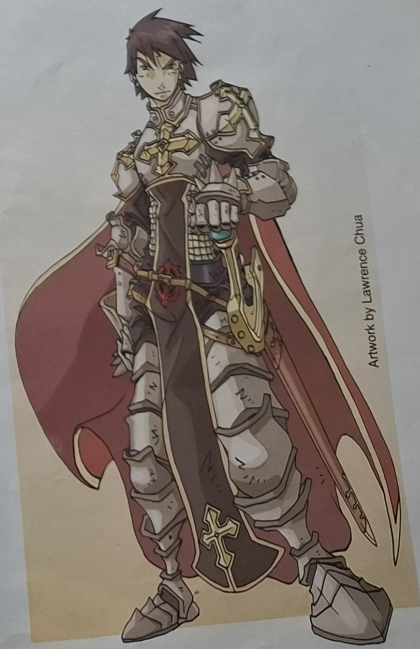
Those who are interested in following this build or making something similar might want to lower some stats like STR, VIT, or DEX to gain a few points of AGI in order to attack faster. This would open up the option of using Two Hand Swords with the skill Two Hand Quicken. Feel free to adjust the build to fit your tastes as this is only a sample of what you can do. High STR and VIT is staple for any VIT Lord Knight. Though STR doesn't factor much in Spiral Pierce damage, it is still needed for the others skills like Brandish Spear and Pierce to allow for leveling up at a decent pace. It also increases Weight Capacity to allow for more equipment and potions during MVP hunts or WoE sieges. DEX is raised high to ensure that Spiral Pierce hits more often than not and it also speeds up the casting time of the skill.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	86+15	1+8	71+9	82+8	16+2	1+3
Final Stats (w/ buff & equipment)	99/70	86+24	1+9	71+9	82+8	16+2	1+3

	Notes:
Final Stats	High Str is still recommended to help with leveling and to increase Weight Capacity. High Dex is for improved Hit and faster casting time of Spiral Pierce. Most useful when aided by a Bard's Bragi's Poem.
Final Stats (w/ buff & equipment)	Bonuses include recommended equipment. Bonuses from Pole Axe not yet included.

Recommended Skills:

Skill:	Level:	Notes:
Spear Mastery	10	Your basic damage enhancing skill for spears.
Pierce	10	Good for killing single targets, especially large monsters.
Brandish Spear	10	This is what Lord Knights will use to kill off large mobs.
Peco Riding	1	The benefits of riding a Pecopeco are too good to pass up.
Cavalry Mastery	5	This always goes with the Ride Peco skill.
Spiral Pierce	5	Though it's best used with a costly Pole Axe, it's usually worth it to invest in this skill as it is the trademark of most Lord Knights.
Two Hand Mastery	10	Getting this skill at this level will allow alternatives to leveling and will be great for breaking Emperiums.
Two Hand Quicken	3~5	Gives the option to attack faster with Two Hand Swords.
Aura Blade	10	Increases damage with melee weapons, a great compliment to all attacks.
Berserk	1	The attack speed increase given by this skill makes any Lord Knight into a dangerous blade-wielder especially when combined with the Two Hand Sword skills and Aura Blade.
Parry	10	Provides some protection when using Two Hand Swords.
Concentration	5	Increases accuracy and damage.



Artwork by Lawrence Chua

Artwork by Celyne Moreno

Recommended Equipment:

Position:	Equipment:	Card:	Notes: (strategic notes)
Headgear (upper)	Helm [1]	Deviruchi Card	Good balance of Def and extra Str. Also prevents blindness.
Headgear (mid)	Fin Helm	N/A	Extra defense.
Headgear (lower)	Iron Cain	N/A	Extra defense.
Garment	Manteau [1]	Raydric Card	Standard defensive equipment for WoE sieges.
Armor	Full Plate [1]	Marc Card	Prevents freezing.
Shoes	Boots [1]	Matyr Card	More HP is always a good thing for any Knight.
R Weapon	Pole Axe	Hydra Card	This is the only weapon that gets the most damage and efficiency out of Spiral Pierce. It also allows the use of a shield.
Shield / L Weapon	Shield [1]	Thara Frog Card	Standard defensive equipment for WoE sieges.
Accessory #1	Ring [1]	Mantis Card	Extra Str.
Accessory #2	Ring [1]	Mantis Card	Extra Str.

Additional Notes:

Lord Knights are just like their original counterparts. They are flexible when it comes to their builds. This is just one example of what a Lord Knight can be. Lord Knights that focus on the use of Two Hand Swords or hybrid builds can be just as effective and just as fun to play.

Artwork by Celyne Moreno

PALADIN

Even in the days when the cloak of evil slowly wraps around humanity, there are those who continue to shine as a beacon of hope. Their blades cut through the darkness, driving away fear and despair. Even the claws and fangs of demons shatter against the strength of their faith. Their hearts bear the scars of the suffering of the innocents and their great desire to protect others is what gives them the righteous power of divine vengeance. Those who dare defy the Heavens will have to face the holy Paladins of Odin.

Artwork from Gravity Corp.

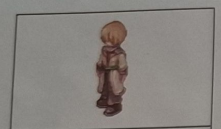
Paladin Stat Bonus (Job Lv. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
9	8	10	7	8	3

QUEST

Lvl 99 Crusader - High Novice

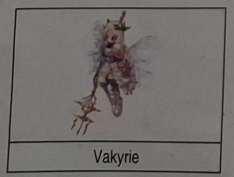
Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.



Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].



Vakyrie

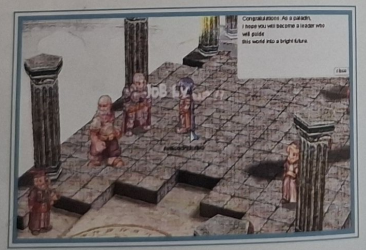
High Novice - High Swordsman

Once you get your High Novice to Job Lv 10 you can change into a High Swordsman. Just go back to the Swordsman Guild found at izlude_in 74 166 and talk to the Swordsman Guide. You don't need to take a job change exam anymore, just talk to her and he will change you into a High Swordsman.

Swordsman Guide
(izlude_in 74 166)

High Swordsman - Paladin

When your High Swordsman reaches at least Job Lv 40 you can change into Paladin. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Paladin NPC. Just answer Yes when asked and she will change you into a Paladin.



Paladin
(valkyrie 46, 39)

[Offensive] Pressure

Description: Summons a huge cross from the air to crush the enemies. This skill does not depend on the caster's or target's defense and will deal fixed damage to the target. Once cast, this skill cannot be cancelled, absorbed, or reflected by Reflect shield. This skill has no effect on Boss class mobs.

Requirements: Lv.5 Endure, Lv. 5 Faith, & Lv. 2 Shield Charge

Level:	Effect / SP cost:
Lv. 1	800 damage SP-30
Lv. 2	1100 damage SP-35
Lv. 3	1400 damage SP-40
Lv. 4	1700 damage SP-45
Lv. 5	2000 damage SP-50

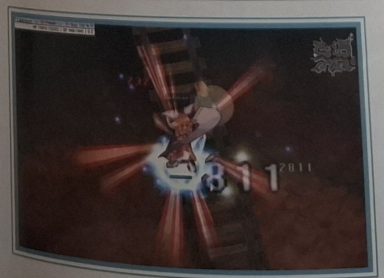
[Supportive] Sacrifice

Description: Sacrifice own health (9% of MHP) to give the same damage to enemies for the next 5 normal attacks. Player may die due to the consumption of health. This skill cannot be used on Boss class mobs and consumes 32 SP.

Requirements: Lv. 1 Endure, Lv. 10 Faith, & Lv. 3 Devotion

Level:	Effect / SP cost:
Lv. 1	100% of Life Used SP-100
Lv. 2	110% of Life Used SP-100
Lv. 3	120% of Life Used SP-100
Lv. 4	130% of Life Used SP-100
Lv. 5	140% of Life Used SP-100

Notes:
- Player loses 9% of Max HP per attack
- Damage done while skill is in effect is not dependent on caster's STR and Weapon str, but is affected by damage modifying cards.
- Ignores Flee and Def, but damage can be reduced by damage reduction cards.

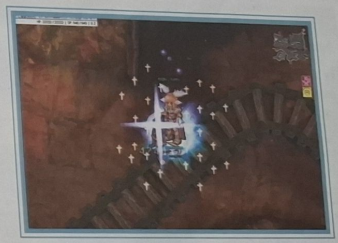


[Offensive] Battle Hymn

Description: Sings a song that praises the Gods and brings defects to enemies and boosts the morale of comrades in the 7 x 7 cells radius around caster. This skill cannot be stacked with other skills. All characters and monsters in the area will be affected by this skill. HP and SP of caster will decrease gradually during casting. This skill only take effects on players in the same party with caster.

Requirements: Lv. 8 Faith, Lv. 3 Divine Protection, & Lv. 6 Demonbane

Level:	Effect:
Lv. 1	55% affecting friends and foes
Lv. 2	60% affecting friends and foes
Lv. 3	65% affecting friends and foes
Lv. 4	70% affecting friends and foes
Lv. 5	75% affecting friends and foes
Lv. 6	80% affecting friends and foes
Lv. 7	85% affecting friends and foes
Lv. 8	90% affecting friends and foes
Lv. 9	95% affecting friends and foes
Lv. 10	100% affecting friends and foes



Artwork by Jojo Cunanan

Builds

Paladin

With the skills available to the Paladin, they are no longer lacking in offensive ability. Though this power comes at a price, the Paladin can still compensate for it with the skills he originally acquired as a Crusader. Sacrifice takes advantage of the Crusader's high HP due to VIT. The Paladin can take the role of the excellent support class that it was known for as a Crusader, but now they can also inflict critical damage when a killing blow needs to be dealt. Overall, it is a well-rounded build.

Recommended Stats:

High VIT is the basis for the build, allowing for high HP and increased damage with the Sacrifice skill. The high STR is included for leveling purposes as well as to allow for more Weight Capacity. A touch of AGI is needed to make Sacrifice more effective with the increase in ASPD. INT is also included to increase SP recovery rates as well as to make SP recovery items more effective. Sacrifice costs a lot of SP so frequent use of the skill will definitely drain a Paladin quickly.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	80+9	45+8	32+8	94+10	23+7	1+3
Final Stats (w/ buff & equipment)	99/70	80+10	45+9	32+8	94+16	23+7	1+3

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses include recommended equipment.

Recommended Skills:

Skill:	Level:	Notes:
Sword Mastery	10	Makes One Hand Swords and Daggers more effective.
Increase HP Recovery	10	
Bash	10	More effective when coupled with Fatal Blow to stun enemies.
Endure	1~10	Required to use the Ride Peco skill and allows to ignore flinching from normal hits.
Peco Riding	1	This skill is too good to pass up for any Paladin.
Cavalry Mastery	5	Paladins can't afford to have their ASPD penalized.
Auto Guard	10	Increases overall chance of survivability, especially when attacked by many players or when faced against Monks or Champions that use Extremity Fist.
Reflect Shield	10	Hurts back opponents that deal physical damage and can even slay overeager Monks and Champions who use Extremity Fist.
Sacrifice	5	It deals a lot of HP damage to a Paladin when used, but it deals a whole lot more to the Paladin's target. When timed right, it can be used to take down targets who don't expect a burst of offense from the Paladin. It doesn't work on Emperiums though.
Pressure	5	A skill that can only be stopped by Spell Breaker from Sages. It will deal a constant 2000 damage at level 5 regardles of armor, race, elemental property, cards, or place. Ignores flee and works on Emperiums. Also reduces some SP from target with each hit.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Helm [1]	Deviruchi Card	Good balance of Def and extra Str. Also prevents blindness.
Headgear (mid)	Fin Helm	N/A	Extra defense.
Headgear (lower)	Iron Cain	N/A	Extra defense.
Garment	Manteau [1]	Raydric Card	Standard defensive equipment for Paladins.
Armor	Full Plate [1]	Pecopeco Card	Extra HP to increase survivability and Sacrifice damage.
Shoes	Boots [1]	Matyr Card	Extra HP to increase survivability and Sacrifice damage.
R Weapon	Saber [3]	Hydra Card (x3)	Effective weapon to use during WoE sieges.
Shield / L Weapon	Shield [1]	Thara Frog Card	One of the more vital defensive pieces of equipment for WoE sieges.
Accessory #1	Necklace [1]	Spore Card	Extra HP to increase survivability and Sacrifice damage.
Accessory #2	Necklace [1]	Spore Card	Extra HP to increase survivability and Sacrifice damage.

Additional Notes:

Paladins are also versatile. They can still follow their old path of using Grand Cross or gaining skills like Heal, Battlechant and Pressure are also skills that are worth looking into, though more Dex might be needed for builds that use Pressure and Grand Cross.

Artwork by Diwa Fernandez

Assassin Cross

There are those who continue to walk the path of darkness, yet they follow the light. They suffer the stigma of those who consider them unworthy of goodness yet they continue to fight against evil despite that. They are single-minded in their goals and even the hurtful words and mistrust of their own comrades will not veer them off their path of revenge against evil. Any minion of darkness should be wary when getting in the way of the avenging blades of an Assassin Cross.

Artwork from Gravity Corp.

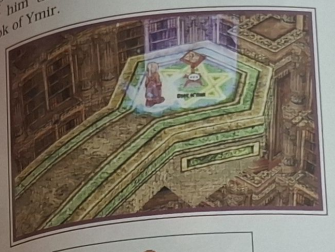
Assassin Cross Stat Bonus (Job Lv. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
9	15	3	0	10	8

Quest

Lvl 99 Assassin - High Novice

Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.



Metheus Slyphe
(yuno_in02 88, 164)

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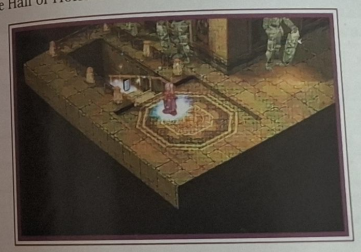
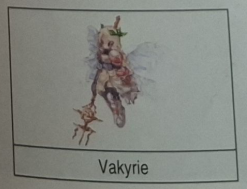


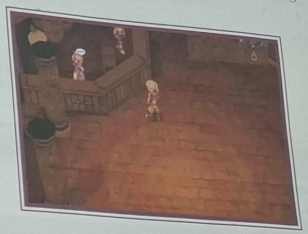
Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].



Vakyrie

High Novice - High Thief

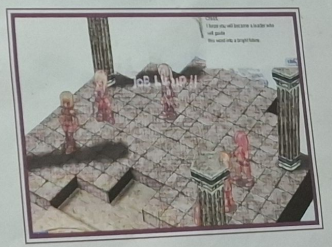
Once you get your High Novice to Job Lv 10 you can change into a High Thief. Just go back to the Thief Guild found at moc_prydb1 45 125 and talk to theThief Guide. You don't need to take a job change exam anymore, just talk to her and he will change you into a High Thief.



Thief Guide
moc_prydb1 45 125

High Thief - Assassin Cross

When your High Thief reaches at least Job Lv 40 you can change into Assassin Cross. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Assassin Cross NPC. Just answer Yes when asked and she will change you into an Assassin Cross.



Assassin Cross
(valkyrie 46, 58)

SKILLS

[Passive] Advanced Katar Research

Description: Increase Katar weapon damage.

Requirements: Lv. 5 Double Attack, Lv. 10 Katar Mastery

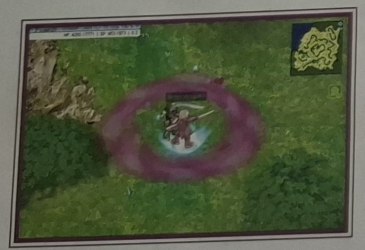
Level:	Effect:
Lv. 1	+12% Katar Damage
Lv. 2	+14% Katar Damage
Lv. 3	+16% Katar Damage
Lv. 4	+18% Katar Damage
Lv. 5	+20% Katar Damage

[Offensive] Meteor Assault

Description: Deliver blows to enemies within 5 cells around the caster. Also cause various abnormal status to the enemies by chance.

Requirements: Lv. 5 Katar Mastery, Lv. 3 Right Hand Mastery, Lv. 5 Sonic Blow, Lv. 1 Soul Breaker

Level:	Effect / SP Cost:
Lv. 1	+80% Damage / 10% Chance SP-10
Lv. 2	+120% Damage / 15% Chance SP-10
Lv. 3	+160% Damage / 20% Chance SP-10
Lv. 4	+200% Damage / 25% Chance SP-10
Lv. 5	+240% Damage / 30% Chance SP-10
Lv. 6	+280% Damage / 35% Chance SP-10
Lv. 7	+320% Damage / 40% Chance SP-10
Lv. 8	+360% Damage / 45% Chance SP-10
Lv. 9	+400% Damage / 50% Chance SP-10
Lv. 10	+440% Damage / 55% Chance SP-10



Artwork from Gravity Corp.

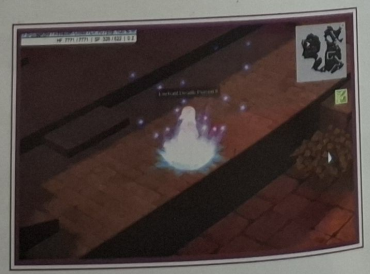
[Supportive] Enchant Deadly Poison

Description: Greatly increases damage

Requirements: Lv. 1 Create Deadly Poison

Level:	Effect / SP Cost:
Lv. 1	+200% Damage
Lv. 2	+250% Damage
Lv. 3	+300% Damage
Lv. 4	+350% Damage
Lv. 5	+400% Damage

"Extra Notes:
• Counts as neutral element unless you stack it with enchant poison
• Can inflict super poison on players. Affected players will have HP reduced by %
• Super poison chance = Enchant poison chance"



[Offensive] Soul Destroyer

Description: Inflict an amount of damage to a target calculated as half of the physical defense, plus half of the magic defense of the target. Also, the amount of damage is affected by attack strength and INT of the caster.

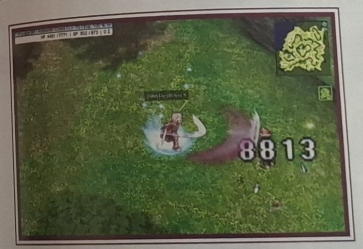
Requirements: Lv. 5 Double Attack, Lv. 5 Envenom, Lv.3 Cloaking, and Lv. 6 Enchant poison.

Level:	SP Cost:
Lv. 1	20 SP
Lv. 2	20 SP
Lv. 3	20 SP
Lv. 4	20 SP
Lv. 5	20 SP
Lv. 6	20 SP
Lv. 7	20 SP
Lv. 8	20 SP
Lv. 9	20 SP
Lv. 10	

Notes:
• Has 2 kinds of attacks combined. Physical & Magical

• Physical can miss but magic will 100% hit
• Physical aspect is affected by element of weapon
• Magical aspect does 100% to all elements (Not Poison element)

• Physical Aspect: Base damage + Atk Cards (Hydra/Skel does not work)
• Magical Aspect: [(S.Lv x Int) + Random Damage]
• Soul Breaker Base damage: (Physical+Magical) / 2
• Will be rendered useless by pneuma



"Be wary when getting in the way of the avenging blades of an Assassin Cross."

[Supportive] Create Deadly Poison

Description: Creates poison required for enchant deadly poison.

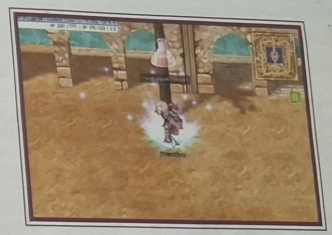
Requirements: Lv. 10 Envenom, Lv. 1 Detoxify, and Lv. 5 Enchant Poison

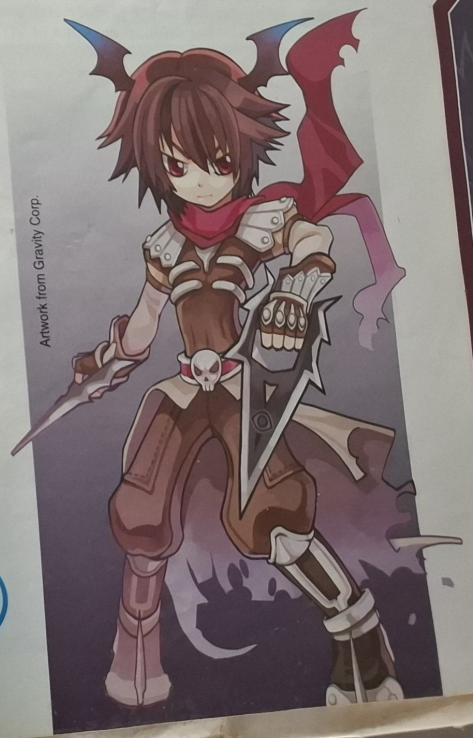
Level:	SP Cost:
Lv. 1	SP-50

Notes:

Item Needed:
• 1 Poison Canine
• 1 Cactus Needle
• 1 Hornet Sting
• 1 Poisonous Spore
• 1 Karvidainerol
• 1 Berserk Potion
• 1 Empty Bottle

• Sucess rate based on dex as well as luck.
• Base Rate + (DEX / 50) + (LUK / 100)
• 50 SP required per usage





Artwork from Gravity Corp.

Builds

The SinX

By Scott Wesley Go

The Soul Destroyer build is in fact, a build that concentrates mainly on the skill Soul Destroyer. It is a build heavily based on INT and STR (attack) as these are the main factors that will determine the Soul Destroyer damage. Coupled with a few other buffed Classic Assassin skills like Sonic Blow, Venom Splasher, Poison React, Cloak, and Venom Dust, this build is far from what you would call a "one-trick-pony." This build is specially designed for long-ranged combat, with ambush-type strategies in mind. Straying from the traditional way of building Assassin-type classes in Ragnarok, the build focuses mainly on its damage factor and relies heavily on stealth tactics to evade enemy fire. While it is a little hard to level-up at first, this build pays off in the end with big interests and staggering results.

Recommended Stats:

Leveling as a High Thief will prove to be a real hard task. You can try to level on the areas you trained on before as a normal Thief but it will be noticeably harder. Take your time to level mostly on low Hit, low DEF monsters, and monsters that have elemental weaknesses so that you can maximize your damage per swing as you will not be placing any points on AGI. Having a good amount of STR can also help as this will be the primary stat you will rely on to level. Get medium amounts of VIT for general potting as Potion effectiveness depends on the amount of VIT you have. Put a few points in DEX so that you can hit most low level monsters, just enough for general leveling. Tip: If you are lucky enough to get a Fireblend (Level 3 Firebolt, Level 3 Auto-cast Firebolt), go for INT all the way to boost your magic attack damage so that you can level at Mi Gaos in Louyang Field.

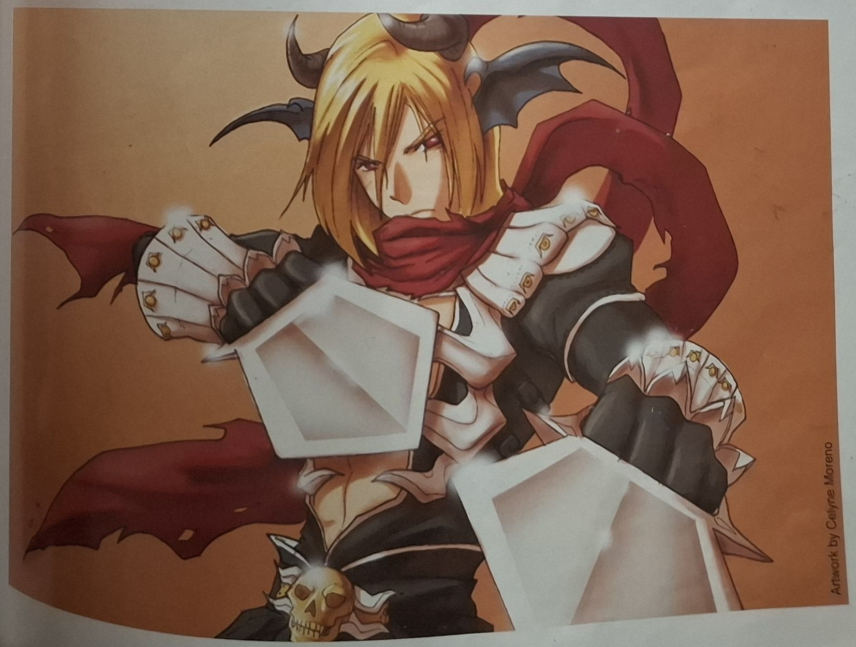
	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	74+16	84+16	40+10	47+3	99+11	5+8
Final Stats (w/ buff & equipment)	99/70	74+26	84+28	40+20	47+3	99+21	5+38

	Notes:
Final Stats	Final Stats without buffs with recommended equipment
Final Stats (w/ buff & equipment)	Final Stats with Bless, Increase Agi and Gloria

Artwork from Gravity Corp.

Recommended Skills:

Skill:	Level:	Notes:
Soul Destroyer	10	The main skill used by the build. It has a 7-cell range which can be used for strategic hit-and-run shots. It has a critical 3.8 second after-cast delay that totally nullifies the use of any skill so choose your targets carefully. Be sure to have a clear area to run back to after letting of each shot.
Sonic Blow	10	As Soul Destroyer is blocked by Pneuma, Sonic Blow will serve as a secondary offensive skill. Combined with Enchant Deadly Poison, this skill can be as deadly (or even more deadly) than Soul Destroyer. The down side to it is that you have to get in up-close-and-personal and it has a long animation.
Venom Splasher	10	A skill which used to be neglected due to its impractical nature, this skill has surely come a long way. Used strategically for distraction and extra damage purposes, this skill when used in conjunction with Soul Destroyer can be deadly. The skill no longer requires you to Hit for it to deal damage. Once the Venom Splasher has been placed, the only ways to cancel the damage is to Hide and to step inside a Safety Wall.
Cloak	10	The increased movement provided by this skill makes travel much more convenient, especially if you are chasing down Hunters or other slow fleeing targets.
Enchant Poison	6	Enchant Poison 6 is a pre-requisite for Soul Breaker, but you don't get it just because of that. This skill is used for bypassing Immune Garments (Raydric Cards).
Enchant Deadly Poison (EDP)	5	This build doesn't use EDP often mainly because EDP doesn't stack with Soul Destroyer. However it does stack with other skills like Sonic Blow, Envenom/Poison React. So during those times when you need to kill someone camping inside Pneuma, you can use EDP+Sonic Blow to deliver massive damage.
Katar Mastery	7~10	Katar Mastery 7 is a pre-requisite for Advanced Katar Mastery. Recommended skill level is 7 since it only adds attack. Get Advanced Katar Mastery instead for damage-increasing purposes. Still, it's best to get it to Lv 10 if you have the points to spare.
Advanced Katar Mastery	5	Max-ing this skill is good for getting the most out of your Katar-skill damage like Sonic Blow. It acts like a built-in +20% Racial Card.
Create Deadly Poison	1	Pre-requisite for Enchant Deadly Poison
Backslide	1	Quest-acquired Skill. This skill when used in conjunction with Hide and Cloak will make the SinX into the ultimate stealth character. Use this skill when you are accidentally caught in the middle of Ruwachs, Sights, Quagmires, Traps, or when you need to get away fast when Cursed. Cannot be used in WoE.
Venom Dust	5	Pre-requisite for Venom Splasher. Used for Poisoning targets as it reduces their Armor DEF (in PvM) and Vit DEF (in PvP/WoE). Does well in conjunction with Sonic Blow.
Poison React	5	Pre-requisite for Venom Splasher. Can be used with Status Ailment Cards. A good defense mechanism for Soul Destroyer's 3.8 second after-cast delay. Activate Poison React before casting Soul Destroyer.



Artwork by Ceryce Moreno

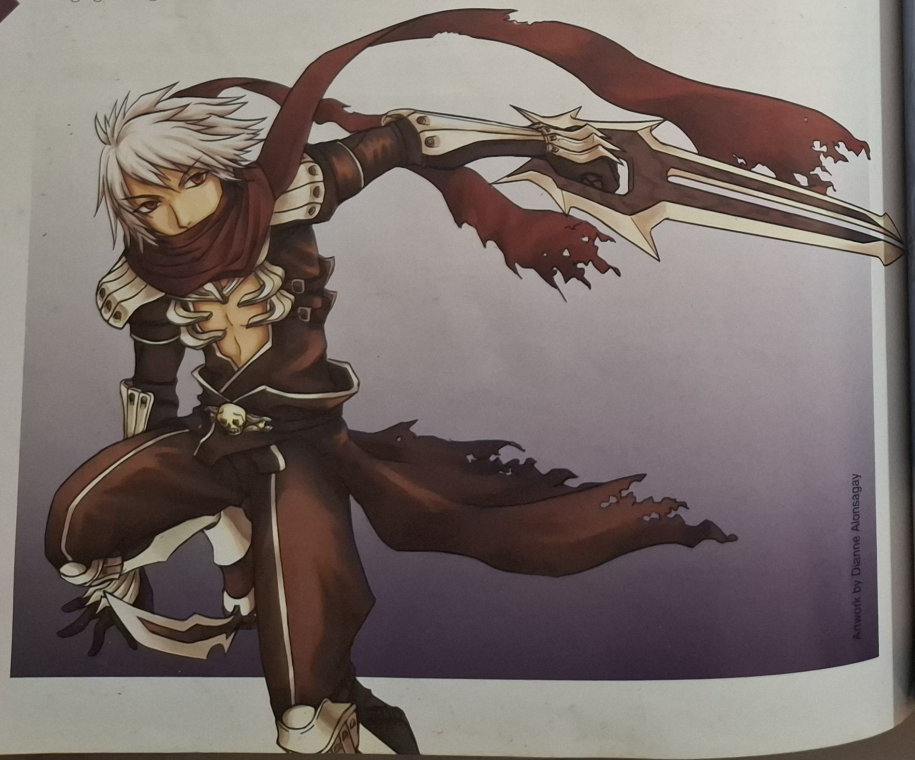
Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Crown	N/A	Good balance of Def and extra Int.
Headgear (mid)	Devil Ears	n/a	Good balance of Def and extra Str.
Headgear (lower)		n/a	
Garment	Manteau [1]	Raydric Card	Standard defensive equipment for WoE sieges and PVP.
Armor	Chainmail [1]	Desert Wolf Card	Extra Int.
Shoes	Boots [1]	Matyr Card	Extra HP.
R Weapon	Haedonggum [2]	Andre Card (x2)	The Int bonus for the weapon helps round of the character.
Shield / L Weapon	Haedonggum [2]	Andre Card (x2) / Mummy Card (x2)	Switch to a Buckler [1] – Thara Frog Card after using Soul Destroyer until the skill lock delay is over.
Accessory #1	Earring [1]	Mantis Card	Extra Int and Str.
Accessory #2	Earring [1]	Mantis Card	Extra Int and Str.

Additional Notes:

Overall, the Soul Destroyer Sin X build is a good and solid build. Its forte is in PvP where range is a big factor. It does fairly in WoE with all the reductions and does average in MvPing. There are many ways to harness the abilities of this build like using the Fireblend and the Ice Falchion in conjunction with Soul Destroyer, or timing multiple Venom Splashers with a few good Soul Destroyer shots. With a heavy-Int based Stat build, you can heal for around 300+ HP per cast with a Heal Clip. You won't need to sit down and regenerate your SP too much as Soul Destroyer costs only 30 SP per cast. If needed, this build can slap on a Carded Buckler to last longer in tight situations and still be able to do massive amounts of damage. If you are the kind that enjoys long hours in PvP, this build is for you.

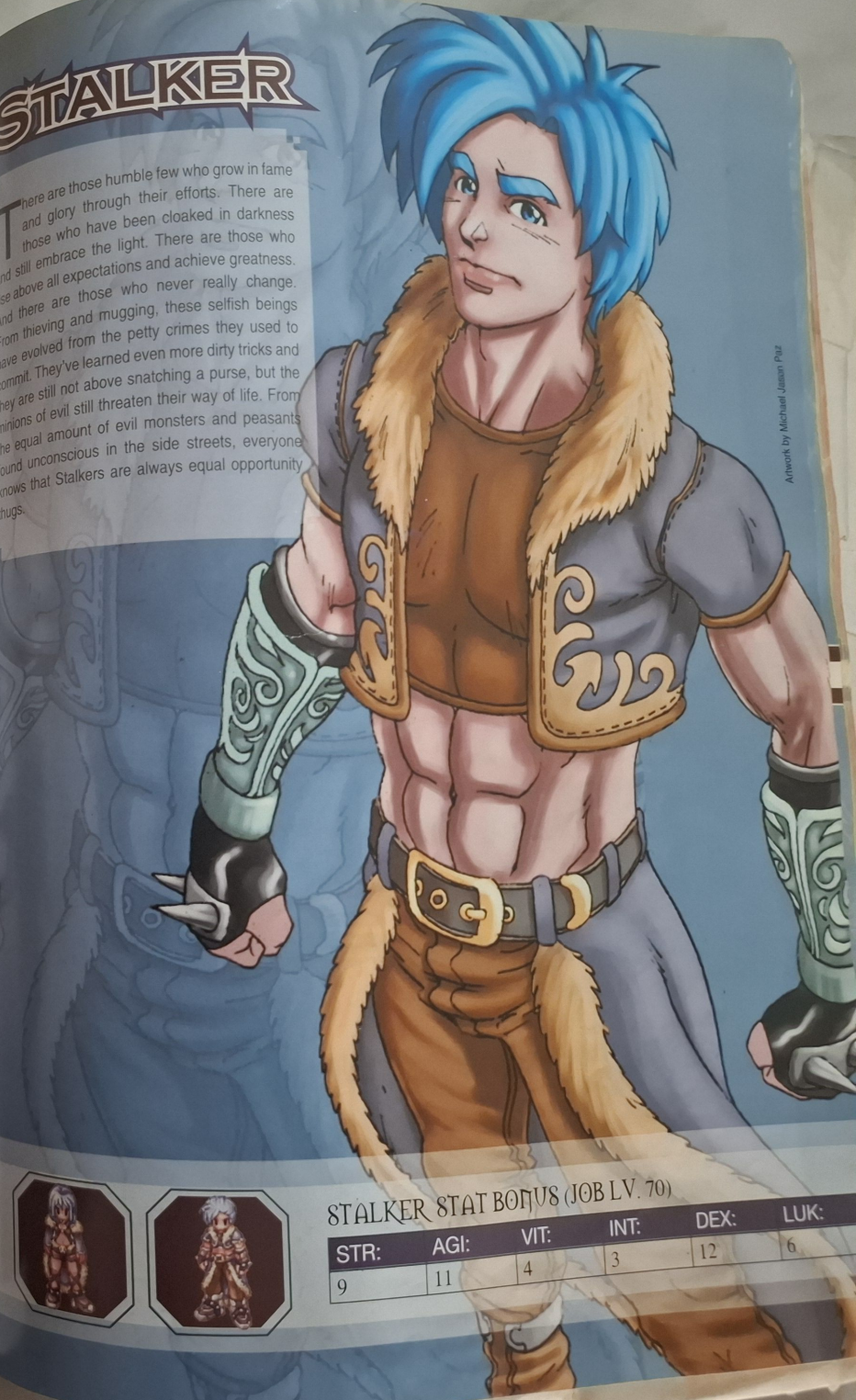
You can also base your build off your regular Assassin builds with higher Agi and just invest in more Int. The damage of Soul Destroyer won't be as good, but you can level up easier and hack it out in melee when things get rough.



Artwork by Dianne Alonsagay

STALKER

There are those humble few who grow in fame and glory through their efforts. There are those who have been cloaked in darkness and still embrace the light. There are those who rise above all expectations and achieve greatness. And there are those who never really change. From thieving and mugging, these selfish beings have evolved from the petty crimes they used to commit. They've learned even more dirty tricks and they are still not above snatching a purse, but the minions of evil still threaten their way of life. From the equal amount of evil monsters and peasants found unconscious in the side streets, everyone knows that Stalkers are always equal opportunity thugs.



Artwork by Michael Jason Paz

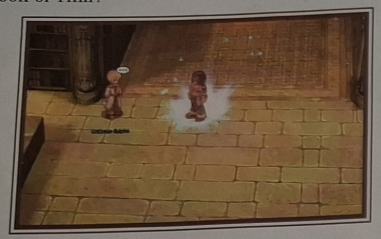
Stalker Stat Bonus (Job Lv. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
9	11	4	3	12	6

Quest

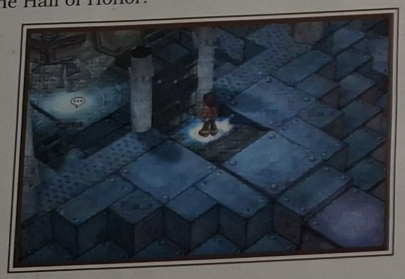
Lvl 99 Rogue - High Novice

Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.

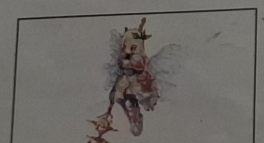


Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.



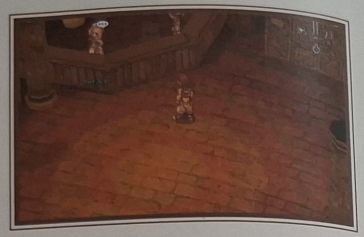
Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].



Vakyrie

High Novice - High Thief

Once you get your High Novice to Job Lv 10 you can change into a High Thief. Just go back to the Thief Guild found at moc_prydb1 45 125 and talk to theThief Guide. You don't need to take a job change exam anymore, just talk to her and he will change you into a High Thief.



Thief Guide
moc_prydb1 45 125

High Thief - Stalker

When your High Thief reaches at least Job Lv 40 you can change into Stalker. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Stalker NPC. Just answer Yes when asked and she will change you into a Stalker

Stalker
(valkyrie 51, 58)

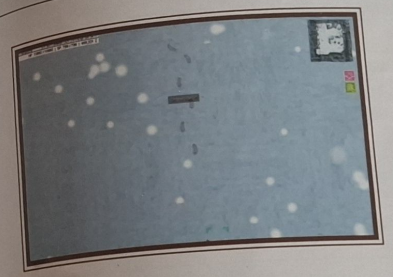
Skills

[Supportive] Chase Walk

Description: When the character is in hiding mode, he cannot be revealed by skills such as Sight, Ruwach or Attention concentrate. Unlike Hiding, character in chase walk can be damaged by area attack magic. When the character moves, he will leave footprints. This skill has no effect on insect, Demon and Boss mobs. This skill cannot be used during guild war.

Requirements: Lv. 5 Hiding, and Lv. 3 Tunnel Drive

Level:	Effect / SP Cost:
Lv. 1	80% Move Speed & Drains 22 SP per 10 Seconds
Lv. 2	85% Move Speed & Drains 25 SP per 10 Seconds
Lv. 3	90% Move Speed & Drains 28 SP per 10 Seconds
Lv. 4	95% Move Speed & Drains 31 SP per 10 Seconds
Lv. 5	100% Move Speed & Drains 34 SP per 10 Seconds



[Supportive] Full Strip

Description: This skill works as casting 4 different kinds of divest skills at the same time. Caster must possess higher DEX than the opponent to have more success chance.

Requirements: Lv. 5 Strip Helm, Lv. 5 Strip Shield, Lv. 5 Strip Armor, and Lv. 5 Strip Weapon.

Level:	Effect / SP Cost:
Lv. 1	17% chance SP-22
Lv. 2	19% chance SP-24
Lv. 3	21% chance SP-26
Lv. 4	23% chance SP-28
Lv. 5	25% chance SP-30

[Supportive] Preserve

Description: This skill prevents the caster from learning new plagiarised skills for 10 minutes.

Requirements: Lv. 10 Plagiarism

Level:	SP Cost:
Lv. 1	30

[Supportive] Counter Instinct

Description: If the opponent uses a sword class weapon, the character can use this skill to deflect the weapon to receive only 1/2 of the damage. As the skill level increase, the deflection rate increases as well. There will be 3 times of deflection after this skill is activated. This skill can also be used against monsters to deflect 3 attacks of the monsters and receive only 1/2 damage from them:

Requirements: Lv. 5 Hiding, and Lv. 3 Tunnel Drive

Level:	Effect / SP Cost:
Lv. 1	15% Chance to work. SP-10
Lv. 2	30% Chance to work. SP-15
Lv. 3	45% Chance to work. SP-20
Lv. 4	60% Chance to work. SP-25
Lv. 5	75% Chance to work. SP-30

Builds

The Stalker

This Stalker build focuses on using bows as their primary mode of leveling and offense, though Stalkers usually aren't there to deal damage. The main reason for selecting bows is that the damage of bows is based on Dex and Dex is what Stalkers need to effectively strip off weapons and armor from their enemies. You can even place a Side Winder card in your bow and it will give you Double Attack (10) with a bow if you raised your own Double Attack skill to 10.

Recommended Stats:

Built like a Hunter with high Dex, this build also takes into consideration ease of leveling with high Agi and ASPD as well as survivability with a good amount of Vit. Int is in place to help with both leveling and when times get busy using Full Strip on endless waves of attackers.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	1+9	76+11	98+12	56+4	27+3	1+6
Final Stats (w/ buff & equipment)	99/70	1+9	76+14	98+22	56+4	27+3	1+7

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses from recommended equipment included.

Recommended Skills:

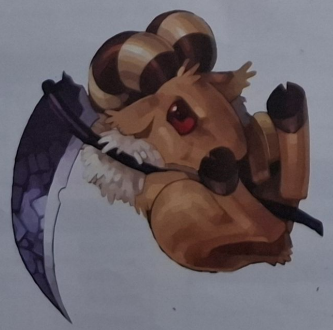
Skill:	Level:	Notes:
Strip All	5	The one good reason to become a Stalker. Those who do not take the proper precautions will easily find themselves incapacitated with the temporary lack of vital equipment.
Double Strafe	10	Good skill to use when leveling up and for helping take down attackers.
Chasewalk	5	Undetectable. Though you take damage from area effect spells, you can still sneak in unseen and use Full Strip on vital targets.
Preserve	1	For the next 10 minutes, the skill you have gained from Plagiarize.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Angel Helm	N/A	Good defense and extra Agi.
Headgear (mid)	Blinker	N/A	Range attackers are often worthless when blinded.
Headgear (lower)			
Garment	Manteau [1]	Whisper Card	Swap to Raydric Card during WoE.
Armor	Thief Clothes [1]	Marc Card	You can get frozen while hidden or using Chasewalk, so this is important when sneaking about.
Shoes	Boots [1]	Matyr Card	Extra HP.
R Weapon	Arbalest [2]	Hydra Card (x2)	Change to Fortune Sword or Main Gauche [4] – Fabre Card (x4) when using Buckler.
Shield / L Weapon	Arbalest [2]	Hydra Card (x2)	Change to Buckler [1] – Thara Frog Card when using Fortune Sword or Main Gauche.
Accessory #1	Glove [1]	Zerom Card	Extra Dex.
Accessory #2	Glove [1]	Zerom Card	Extra Dex.

Additional Notes:

Stalkers can choose other paths to take when it comes to skill selection. Plagiarism can allow Stalkers to gain any skill that damages them as long as they have the prerequisites and they can use their Preservation skill to keep a skill they want to keep on using. They can continue their thieving ways and use their increased pool of points to get more STR for Backstab or complete all their stealing skills.



SNIPER

From archery to hunting, these people have learned a large variety of skills to aid in trapping and finishing off their prey. Once the art of capturing the target has been mastered, these legendary bowmen become deadly predators. Their arrows can pierce the thickest of armor and their have heightened their senses to levels beyond human. With skills and accuracy that is unsurpassed and their deadly trained falcons by their sides, these Snipers sow fear in the hearts of men and monsters alike.

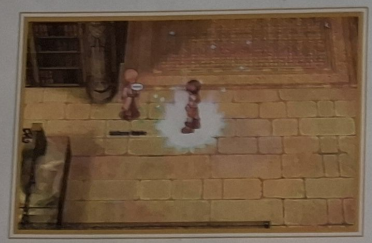
Artwork from Gravity Corp.

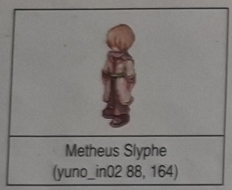
Sniper Stat Bonus (Job Lv. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
4	11	3	5	14	8

Lvl 99 Hunter - High Novice

Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.

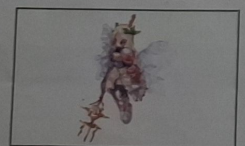




Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

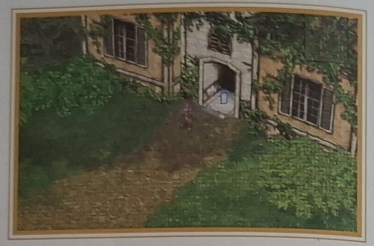
Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].

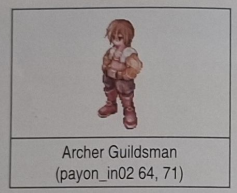


Vakyrie

High Novice - High Archer

Once you get your High Novice to Job Lv 10 you can change into a High Archer. Just go back to the Archer Guild Building at pay_arche 144 164 and talk to the Archer Guildsman. You don't need to take a job change exam anymore, just talk to him and he will change you into a High Archer

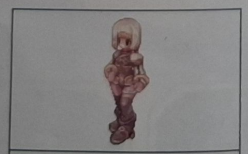




Archer Guildsman
(payon_in02 64, 71)

High Archer - Sniper

When your High Archer reaches at least Job Lv 40 you can change into Sniper. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Sniper NPC. Just answer Yes when asked and she will change you into a Sniper.



Sniper
(valkyrie 44, 55)

[Active] True Sight

Description: Adds 5 points to all stats and increases accuracy, weapon damage and critical rate during the skill's duration. This skill lasts 30 seconds.

Requirements: Lv. 10 Vulture's Eye, Lv. 10 Owl's Eye, Lv. 10 Improve Concentrate, Lv. 1 Falcon Mastery

Level:	Effect / SP Cost:
Lv. 1	Accuracy +3, Dmg +2%, Critical + 1, SP 20
Lv. 2	Accuracy +6, Dmg +4%, Critical + 2; SP 20
Lv. 3	Accuracy +9, Dmg +6%, Critical + 3; SP 25
Lv. 4	Accuracy +12, Dmg +8%, Critical + 4; SP 25
Lv. 5	Accuracy +15, Dmg +10%, Critical + 5; SP 30
Lv. 6	Accuracy +18, Dmg +12%, Critical + 6; SP 30
Lv. 7	Accuracy +21, Dmg +14%, Critical + 7; SP 35
Lv. 8	Accuracy +24, Dmg +16%, Critical + 8; SP 35
Lv. 9	Accuracy +27, Dmg +18%, Critical + 9; SP 40
Lv. 10	Accuracy +30, Dmg +20%, Critical + 10; SP 40

[Active] Wind Walk

Description: Increases Flee Rate and Walking Speed of caster and all party members

Requirements: Lv. 9 Improve Concentrate

Level:	Effect / SP Cost:
Lv. 1	Move Speed +2%, Flee + 1; SP 46
Lv. 2	Move Speed +4%, Flee + 1; SP 52
Lv. 3	Move Speed +6%, Flee + 2; SP 58
Lv. 4	Move Speed +8%, Flee + 2; SP 64
Lv. 5	Move Speed +10%, Flee + 3; SP 70
Lv. 6	Move Speed +12%, Flee + 3; SP 76
Lv. 7	Move Speed +14%, Flee + 4; SP 82
Lv. 8	Move Speed +16%, Flee + 4; SP 88
Lv. 9	Move Speed +18%, Flee + 5; SP 94
Lv. 10	Move Speed +20%, Flee + 5; SP 100

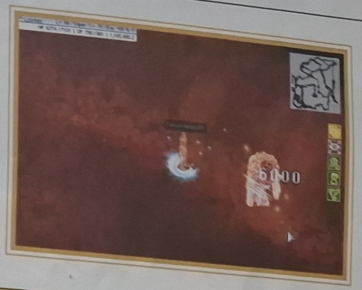
Artwork from Gravity Corp.

[Active] Falcon Assault

Description: Command your falcon to deal great damage to one target. The damage done by Falcon Assault is 5 times the damage of Blitz Beat.

Requirements: Lv. 5 Vulture's Eye, Lv. 1 Falcon Mastery, Lv. 5 Blitz Beat, & Lv. 3 Steel Crow

Level:	Effect / SP Cost:
Lv. 1	SP 30
Lv. 2	SP 34
Lv. 3	SP 38
Lv. 4	SP 42
Lv. 5	SP 46

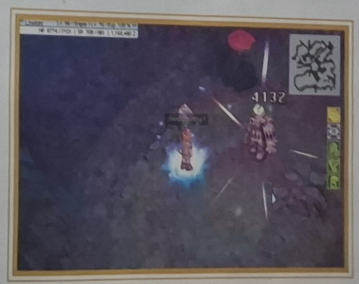


[Active] Sharp Shooting

Description: Fires a powerful shot towards an enemy. It will also damage all enemies in the line of sight of the shot. This skill also has a chance of ignoring the target's defense. Has a cast delay of 0.5 seconds.

Requirements: Lv. 5 Double Strafing, Lv. 10 Improve Concentrate

Lv. 1	ATK + 150%; SP 18
Lv. 2	ATK + 200%; SP 21
Lv. 3	ATK + 250%; SP 24
Lv. 4	ATK + 300%; SP 27
Lv. 5	ATK + 350%; SP 30



Builds

The Sniper

Artwork from Gravity Corp.

Though remaining a long-ranged fighter, the Sniper gains many more tools in his arsenal. This build focuses on the new skill Falcon Assault. It allows the Sniper to deal significant damage at long range with the falcon. It's a good finishes to unsuspecting opponents who let their HP get down low and it is also deadly when combined with a Priest's Lex Aeterna skill. This build also maintains high damage and good attack speed as well as being a little tougher to survive enemies that get close enough to attack.

Recommended Stats:

The main focus is still on DEX. Reaching 150 DEX will allow all skills to be used without any casting time and this is very good for Falcon Assault. AGI is also raised for improved attack speed and Flee. Int is then increased to provide enough SP for the skill use as well as greatly increasing Falcon Assault damage. Finally, VIT is added to keep the build alive when it is under attack.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	1+9	77+11	99+14	32+3	48+5	1+8
Final Stats (w/ buff & equipment)	99/70	1+9	77+28	99+52	32+8	48+12	1+13

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses include recommended items as well as Owl's Eye, Improve Concentration, and True Sight

Recommended Skills:

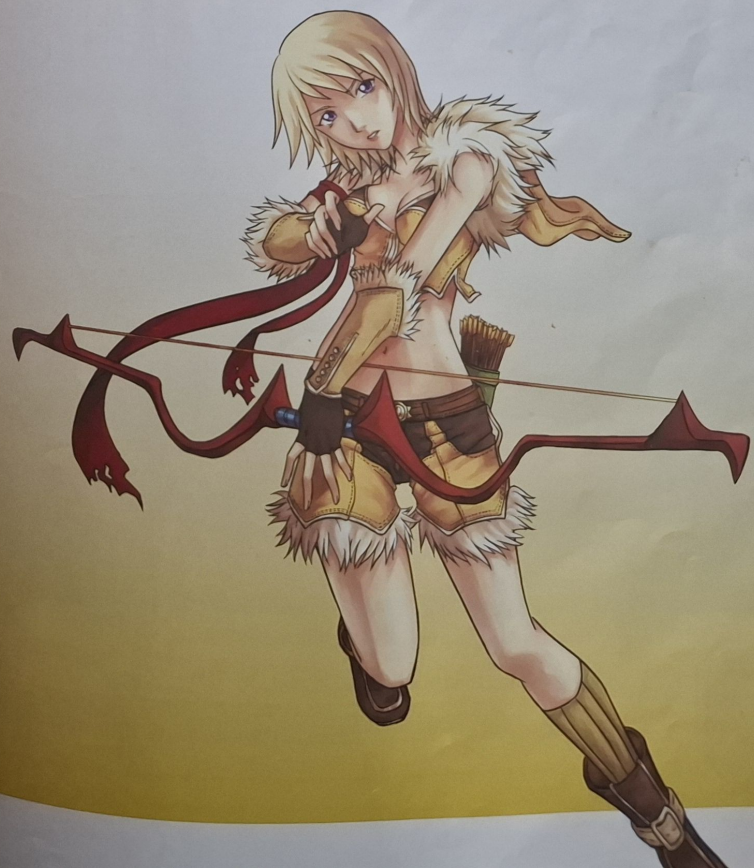
Skill:	Level:	Notes:
Steel Crow	10	You want to get as much out of your Falcon Assault as possible.
Falcon Assault	5	This is the main offensive skill of Snipers. Since it ignores defense, low HP characters will prime targets.
True Sight	10	This will help raise all the stats to round them off to the appropriate levels.
WindWalk	10	Helps you get away faster or move into position.
Sharp Shooting	5	Great for large crowds of enemies since it goes through many tiles and hitting more than one target and has a good chance of ignoring target defense.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Mistress Crown	N/A	Extra Int and SP.
Headgear (mid)	Blinker	N/A	Blind Snipers just aren't useful.
Headgear (lower)			
Garment	Muffler [1]	Raydric Card	Standard defensive equipment for WoE siege.
Armor	Tights [1]	Marc Card	Prevents the Sniper from being trapped by Frost Joke or Frost Driver.
Shoes	Boots [1]	Matyr Card	Extra HP.
R Weapon	Composite Bow [4]	Hydra Card (x4)	Effective WoE weapon.
Shield / L Weapon	Composite Bow [4]	Hydra Card (x4)	
Accessory #1	Glove [1]	Zerom Card	Extra Dex.
Accessory #2	Brooch [1]	Zerom Card	Extra Dex and Agi.

Additional Notes:

This Sniper build will find it easy to level up with the high AGI, ASPD, damage, and SP recovery rate. Double Strafe often and fight monsters with the appropriate elemental arrows and carded bows. Traps such as Land Mine are also very effective due to the high INT and you can lure people to the Land Mines then combine it with a couple of Double Strafes and a Falcon Assault finisher to take them out. During WoE, your range is a great advantage. Be quick to spot priority targets and attack them. Unlike Lord Knights or Whitesmiths, you don't have to run up to them to damage them.



Artwork by Dianne Alonsagay

CLOWN

When vile creatures walk the earth, sowing discord and spreading despair among the ranks, there are those who would gladly boost the morale of the soldiers with laughter. These folks defy the very will of evil itself by bringing cheer and joy to those who would otherwise succumb to fear. They give comfort in times of sorrow through song, or elicit a hearty guffaw out of anyone (or freeze them) with their merry jokes. When the darkness threatens the joy of the innocents, you know it's time to send in the Clowns.

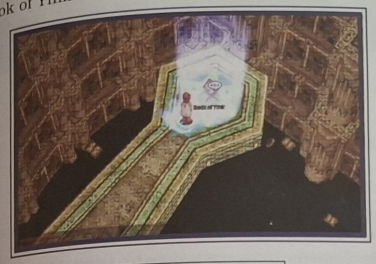
CLOWN STAT BONUS (JOB LV. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
8	12	2	5	14	4

QUEST

LVL 99 BARD - HIGH NOVICE

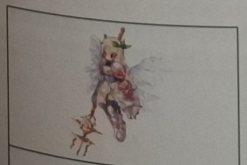
Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.



Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

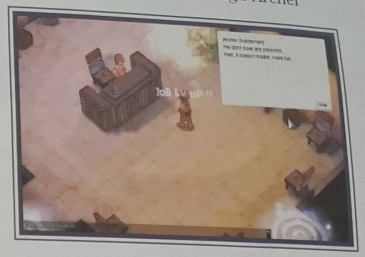
Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].

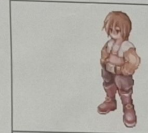


Vakyrie

HIGH NOVICE - HIGH ARCHER

Once you get your High Novice to Job Lv 10 you can change into a High Archer. Just go back to the Archer Guild Building at pay_arche 144 164 and talk to the Archer Guildsman. You don't need to take a job change exam anymore, just talk to him and he will change you into a High Archer

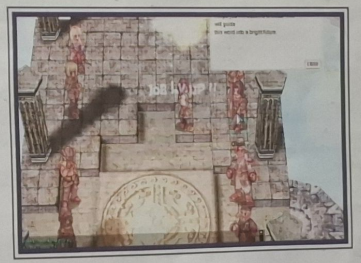


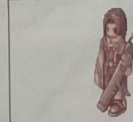


Archer Guildsman
(payon_in02 64, 71)

HIGH ARCHER - CLOWN

When your High Archer reaches at least Job Lv 40 you can change into Sniper. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Clown NPC. Just answer Yes when asked and she will change you into a Clown.





Clown
(valkyrie 53, 54)

Skills

[Active] Arrow Vulcan

Description: Shoot a barrage of arrows to an enemy. A Bard must equip a musical instrument to use this skill. Casting time increases with skill level.

Requirements: Lv. 5 Double Strafe, Lv. 5 Arrow Shower, & Lv. 1 Musical Strike

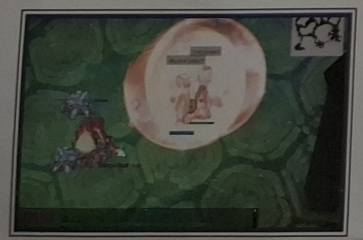
Level:	Effect / SP Cost:
Lv. 1	ATK 300%; SP 12
Lv. 2	ATK 400%; SP 14
Lv. 3	ATK 500%; SP 16
Lv. 4	ATK 600%; SP 18
Lv. 5	ATK 700%; SP 20
Lv. 6	ATK 800%; SP 22
Lv. 7	ATK 900%; SP 24
Lv. 8	ATK 1000%; SP 26
Lv. 9	ATK 1100%; SP 28
Lv. 10	ATK 1200%; SP 30

[Emsemble] Sheltering Bliss

Description: An emsemble skill. Creates a 3x3 area around the casters where other characters and monsters cannot enter. However, it does not protect the casters from magical and ranged attacks. If there are any characters or monsters within the 3x3 area upon activation of the skill, they will be pushed away from the area.

Requirements: Lv. 5 Improve Concentration, & Lv. 7 Musical Lesson

Level:	Effect / SP Cost:
Lv. 1	Skill duration 20 secs ; SP 30
Lv. 2	Skill duration 25 secs; SP 40
Lv. 3	Skill duration 30 secs; SP 50
Lv. 4	Skill duration 35 secs; SP 60
Lv. 5	Skill duration 40 sec; SP 70



[Active] Marionette Control

Description: This skill can only be used on party members. When this skill is activated, the caster transfers half of all his stat points to the target party member. The stat points of the targeted party member cannot exceed 99 through this skill. The caster and the target must be within 7 cells or the skill will be cancelled. Costs 100 SP per use.

Requirements: Lv. 10 Improved Concentration, Lv. 5 Musical Lesson

Builds

The Clown

Since Clowns nowadays doesn't need AGI, we can now stop sacrificing our stat points by pumping AGI to gain ASPD, and instead focusing them on. Clown of All Trades, derived from the name Jack of All Trades, contains two builds in one. It can support and kill at the same time, having enough VIT to support enough DEX to kill

Recommended Stats:

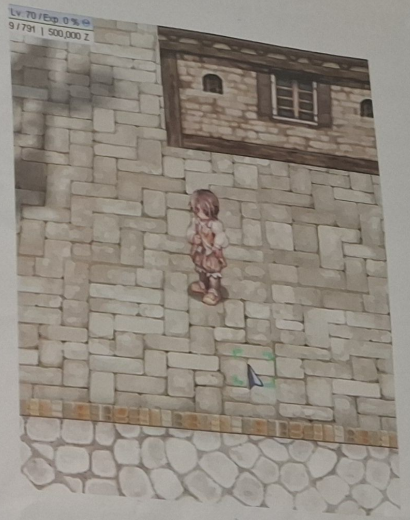
The Clown have the option of having the total DEX of 150 or 140. If you get 150 with Improve, you can use Arrow Skill without casting time – meaning you can kill certain monsters faster compared to a Clown that has 140 DEX. Having a total VIT of 80 is enough to take any damage from monsters such as Raydric, Raydric Archers, Khalitzburg, Skel-Prisoner, and Zombie-Prisoner while having a Priest heal and support you. If you don't have a Priest with you, attain 150 DEX and you can go solo leveling in Prisons or even Castle. Just bring a few Fly Wings, and a Heal Clip.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99	1+8	37+12	99+15	78+2	45+5	1+4
Final Stats (w/ buff & equipment)	99	1+8	37+18	99+51	78+2	45+5	1+4

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses include recommended equipment as well as Owl's Eye and Improve Concentration. Blessing will round off the Int to 60 for more efficient SP recovery.

Recommended Skills:

Skill:	Level:	Notes:
Musical Strike	5	This allows you to attack even while performing songs like Bragi's Poem
Frost Joke	5	This is a very useful skill that has a chance to freeze all targets within the screen.
Arrow Vulcan	10	This is the Clown's main skill for dealing damage and it helps with killing tough monsters.
Bragi's Poem	10	This is one of the most important support spells for Clowns, especially during defense in WoE sieges. It will help Wizards and Priests be more effective by reducing their cast delays.
Roki's Wail	1	This is a powerful ensamble skill that can be used with a Gypsy. It is very effective in stunting the progress of attackers in an agit by denying them the use of their skills at entrance portals.
Marionette Control	1	This skill can help increase the effectiveness of other characters.



Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Balanced Hat	n/a	Good balance of DEF and extra DEX.
Headgear (mid)	Binoculars	n/a	Good balance of DEF and extra DEX.
Headgear (lower)			
Garment	Muffler [1]	Raydric Card	Standard defensive equipment for WoE sieges.
Armor	Tights [1]	Marc Card	Prevents getting frozen. If a Clown is frozen during a performance, his performance is cancelled.
Shoes	Boots [1]	Matyr Card	Extra HP.
R Weapon	Gumoongooh [2]	Hydra Card (x2)	Efficient WoE siege weapon (musical instrument).
Shield / L Weapon	Buckler [1]	Thara Frog Card	Standard defensive equipment for WoE sieges.
Accessory #1	Glove [1]	Zerom Card	Extra DEX.
Accessory #2	Glove [1]	Zerom Card	Extra DEX.

Additional Notes:

Be aware that Clowns with this kind of build are multi-purpose characters, meaning you must know how to kill at the same time support your party members and guild members especially during WoE. When obtaining the new skill Arrow Vulcan, remember that Arrow Vulcan isn't ASPD-dependent. This means that Arrow Vulcan does not use on AGI but DEX. Attain 150 DEX so that your Arrow Vulcan would not have a casting time 160 for higher damage. During WoE, don't forget the fact that Arrow Vulcan has a -20% Nerf because it counts as a range attack.

GYPSY

The allure of Gypsies is almost universal. These mysterious and beautiful women have risen from the ranks of Dancers and perfected the art of dance. This has brought them to a new level of understanding and knowledge. In the days of war and unrest, they must also do what they can to protect those who cannot protect themselves. They have learned that sometimes, even the most charming of smiles and kindest of gestures cannot sway those who have given in to darkness.

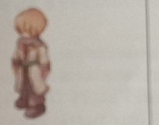
GYPSY STAT BONUS (JOB LV. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
6	14	2	5	16	2

QUEST

LVL 99 DANCER - GYPSY

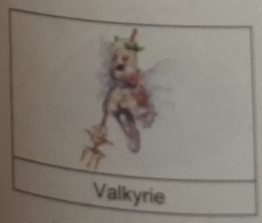
Your first step towards rebirth starts at Juno. At the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.



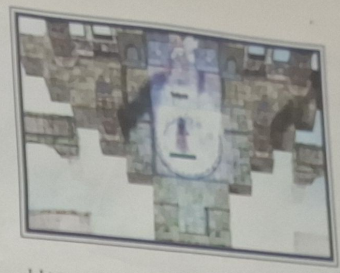
Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice.

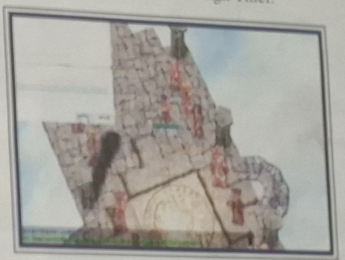


Valkyrie



HIGH NOVICE -> HIGH THIEF

Once you get your High Novice to Job Lv 10 you can change into a High Archer. Just go back to Payon and talk to the Archer Guildsman. You don't need to take a job change exam anymore, just talk to him and he will change you into a High Thief.



Archer Guildsman
(payon_in02 64 71)

HIGH THIEF - GYPSY

When your High Thief reaches at least Job Lv 40 you can change into Gypsy. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Gypsy NPC. Just answer Yes when asked and she will change you into a Gypsy.

Gypsy

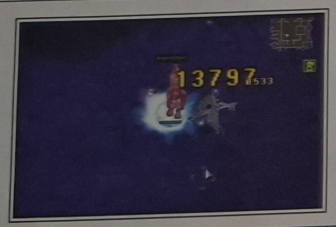
Skills

[Active] Arrow Vulcan

Description: Shoot a barrage of arrows to an enemy. A Bard must equip a musical instrument to use this skill. Casting time increases with skill level.

Requirements: Lv. 5 Double Strafe, Lv. 5 Arrow Shower, & Lv. 1 Musical Strike

Level:	Effect / SP Cost:
Lv. 1	ATK 300%; SP 12
Lv. 2	ATK 400%; SP 14
Lv. 3	ATK 500%; SP 16
Lv. 4	ATK 600%; SP 18
Lv. 5	ATK 700%; SP 20
Lv. 6	ATK 800%; SP 22
Lv. 7	ATK 900%; SP 24
Lv. 8	ATK 1000%; SP 26
Lv. 9	ATK 1100%; SP 28
Lv. 10	ATK 1200%; SP 30

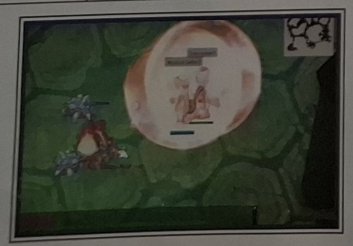


[Emsemble] Sheltering Bliss

Description: An emsemble skill. Creates a 3x3 area around the casters where other characters and monsters cannot enter. However, it does not protect the casters from magical and ranged attacks. If there are any characters or monsters within the 3x3 area upon activation of the skill, they will be pushed away from the area.

Requirements: Lv. 5 Improve Concentration, & Lv. 7 Musical Lesson

Level:	Effect / SP Cost:
Lv. 1	Skill duration 20 secs ; SP 30
Lv. 2	Skill duration 25 secs; SP 40
Lv. 3	Skill duration 30 secs; SP 50
Lv. 4	Skill duration 35 secs; SP 60
Lv. 5	Skill duration 40 sec; SP 70



[Active] Marionette Control

Description: This skill can only be used on party members. When this skill is activated, the caster transfers half of all his stat points to the target party member. The stat points of the targeted party member cannot exceed 99 through this skill. The caster and the target must be within 7 cells or the skill will be cancelled. Costs 100 SP per use.

Requirements: Lv. 10 Improved Concentration, Lv. 5 Musical Lesson

Builds

The Gypsy

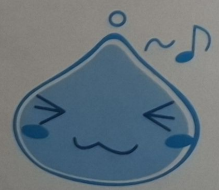
This build is similar to the Clown build except that it is tuned to be just a bit more capable on its own. It is tough and more than ready to perform in the front lines of any battle and it has the ability to deal significant amounts of damage with Arrow Vulcan.

Recommended Stats:

The INT of the build was rounded off to 60 so that Blessing is not needed to reach optimal SP recovery rates. The AGI allocated to the build allows for decent ASPD if the need to attack something without using skills is called for. You never know if you're the only one left to break the Emperium during WoE sieges.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	1+6	26+14	99+26	78+2	53+5	1+2
Final Stats (w/ buff & equipment)	99/70	1+6	26+19	99+51	78+2	53+7	1+2

	Notes:
Final Stats	Bonuses include Owl's Eye.
Final Stats (w/ buff & equipment)	Bonuses include recommended equipment as well as Owl's Eye and Improve Concentration.



Recommended Skills:

Skill:	Level:	Notes:
Dart Arrow	5	Allows you to attack even while performing dances.
Scream	5	A very useful skill that has a chance to stun everyone that appears on your screen.
Arrow Vulcan	10	This is the Gypsy's main skill for dealing damage and it helps with killing tough monsters.
Service For You	10	This skill will now be more appreciated by partymates and guildsmen with the high SP costs of the Heritage skills.
Roki's Wail	10	This is a powerful ensamble skill that can be used with a Gypsy. It is very effective in stunting the progress of attackers in an agit by denying them the use of their skills at entrance portals.
Marionette Control	1	This skill can help increase the effectiveness of other characters.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Tiara	n/a	Good balance of DEF and extra INT.
Headgear (mid)	Binoculars	n/a	Good balance of DEF and extra DEX
Headgear (lower)			
Garment	Muffler [1]	Raydric Card	Standard defensive equipment for WoE sieges.
Armor	Tights [1]	Marc Card	Prevents getting frozen. If a Gypsy is frozen during a performance, the performance is cancelled.
Shoes	Boots [1]	Matyr Card	Extra HP.
R Weapon	Line [4]	Hydra Card (x4)	Efficient WoE siege weapon (whip).
Shield / L Weapon	Buckler [1]	Thara Frog Card	Standard defensive equipment for WoE sieges.
Accessory #1	Glove [1]	Zerom Card	Extra DEX.
Accessory #2	Glove [1]	Zerom Card	Extra DEX.

Additional Notes:

The Gypsy goes hand-in-hand with the Clown, and together, they can be a very deadly combination. They can support their comrades with their performances, and enemies are unfortunate enough to find themselves the target of coordinated Arrow Vulcans. The Gypsy is just as effective on her own as the Clown. Everyone should be wary of her presence – this lovely rose definitely has her thorns.

High Wizard

Wizards ultimately seek power. After learning how to conjure deadly walls of flame, gaining the knowledge of how to make lightning strike down from the heavens, and mastering the ability to control the very forces of nature itself, they still want more. Their reasons vary greatly: from the desire to protect others to wanting to perfect the art of magic. But deep down inside what they truly want is more power. Those who persevere will eventually find what they seek once they reach the rank of High Wizard.

Artwork from Gravity Corp.

High Wizard Stat Bonus (Job Lv. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
3	8	5	17	9	3

Quest

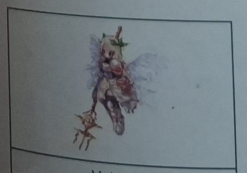
Lvl 99 Wizard - High Wizard

Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.

Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

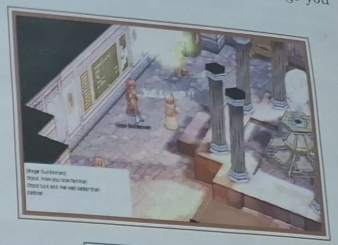
Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].



Vakyrie

High Novice - High Magician

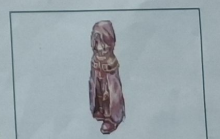
Once you get your High Novice to Job Lv 10 you can change into a HighMagician. Just go back to the Mage Guild found at moc_prydb1 45 125 and talk to the . You don't need to take a job change exam anymore. just talk to her and he will change you into a High Magician.



Mage Guildsman
(geffen_in 165 120)

High Magician - High Wizard

When your High Magician reaches at least Job Lv 40 you can change into High Wizard. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the High Wizard NPC. Just answer Yes when asked and she will change you into a High Wizard.



High Wizard
(valkyrie 46, 47)

Skills

[Offensive] Magic Crasher

Description: Does a neutral physical attack on one target by consuming 8 SP. As a normal physical attack, the inflicted damage is affected by various conditions such as the accuracy of the caster, the defense of the target, monster size, or monster cards in caster's equipped weapon

Requirement: Lv. 1 Increase SP Recovery

[Supportive] Soul Drain

Description: Restore SP every time a monster is killed with a single-target spell. Area Effect spells will not activate this skill. The amount of SP restored is calculated by the level of the monster, the level of the skill, and the caster's maximum SP. In the chart below, Monster SP % is the amount of the monster's SP that will be gained by the caster, and Over Max % is the percentage of the caster's SP that will be gained above the normal SP amount.

Requirement: Lv. 5 Increase SP Recovery, and Lv. 7 Soul Strike

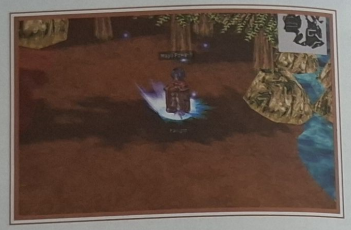
Level:	Effect / SP Cost:
Lv. 1	+2% Max SP / Drain 80% SP
Lv. 2	+4% Max SP / Drain 95% SP
Lv. 3	+6% Max SP / Drain 110% SP
Lv. 4	+8% Max SP / Drain 125% SP
Lv. 5	+10% Max SP / Drain 140% SP
Lv. 6	+12% Max SP / Drain 155% SP
Lv. 7	+14% Max SP / Drain 170% SP
Lv. 8	+16% Max SP / Drain 185% SP
Lv. 9	+18% Max SP / Drain 200% SP
Lv. 10	+20% Max SP / Drain 215% SP

Artwork from Gravity Corp.

[Supportive] Magic Power

Description: Amplifies the magic attack strength of the next spell cast. If no spell is cast within the next 30 seconds, Magic Power has to be recast.

Level:	Effect / SP Cost:
Lv. 1	+05% Magic Damage Sp-14
Lv. 2	+10% Magic Damage Sp-18
Lv. 3	+15% Magic Damage Sp-22
Lv. 4	+20% Magic Damage Sp-26
Lv. 5	+25% Magic Damage Sp-30
Lv. 6	+30% Magic Damage Sp-34
Lv. 7	+35% Magic Damage Sp-38
Lv. 8	+40% Magic Damage Sp-42
Lv. 9	+45% Magic Damage Sp-46
Lv. 10	+50% Magic Damage Sp-50

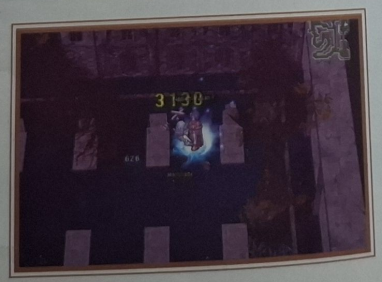


[Supportive] Napalm Vulcan

Description: Deliver multiple Napalm Beats to a target. The inflicted damage is calculated by the level of the Napalm Beat skill and current level of the Napalm Vulcan skill which is cast. There's a chance that this skill may inflict Curse on the target.

Requirement: Lv. 5 Napalm Beat

Level:	Effect / SP Cost:
Lv. 1	1 Vulcan Hit Sp-10
Lv. 2	2 Vulcan Hit Sp-15
Lv. 3	3 Vulcan Hit Sp-20
Lv. 4	4 Vulcan Hit Sp-25
Lv. 5	5 Vulcan Hit Sp-30



Builds

The High Wizard

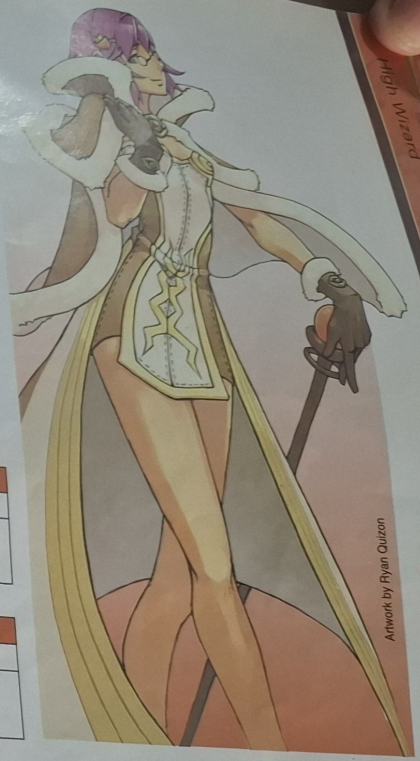
High Wizards are considerably more effective than their old Wizard counterparts. With the right allocation of STAT points, they can excel in both Spell Damage and Spell Casting speed rather than deciding on one or the other. Here is a build that is designed to do everything a High Wizard is meant to do – cast fast and hit hard with spells. It is also made to be hardier in case the enemy gets near enough to attack.

Recommended Stats:

Though it's deceptively simple when you look at the base stat point allocation, it's the equipment that makes sure that the build is balanced. Having Blessing cast on this High Wizard will make it even more deadly. The points in VIT will reduce chances of getting stunned or silenced as well as provide more chances of surviving surprise attacks.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	1+3	1+8	99+9	25+5	99+17	1+3
Final Stats (w/ buff & equipment)	99/70	1+3	1+9	99+21	25+5	99+21	1+3

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses include recommended equipment



Artwork by Ryan Quizon

Recommended Skills:

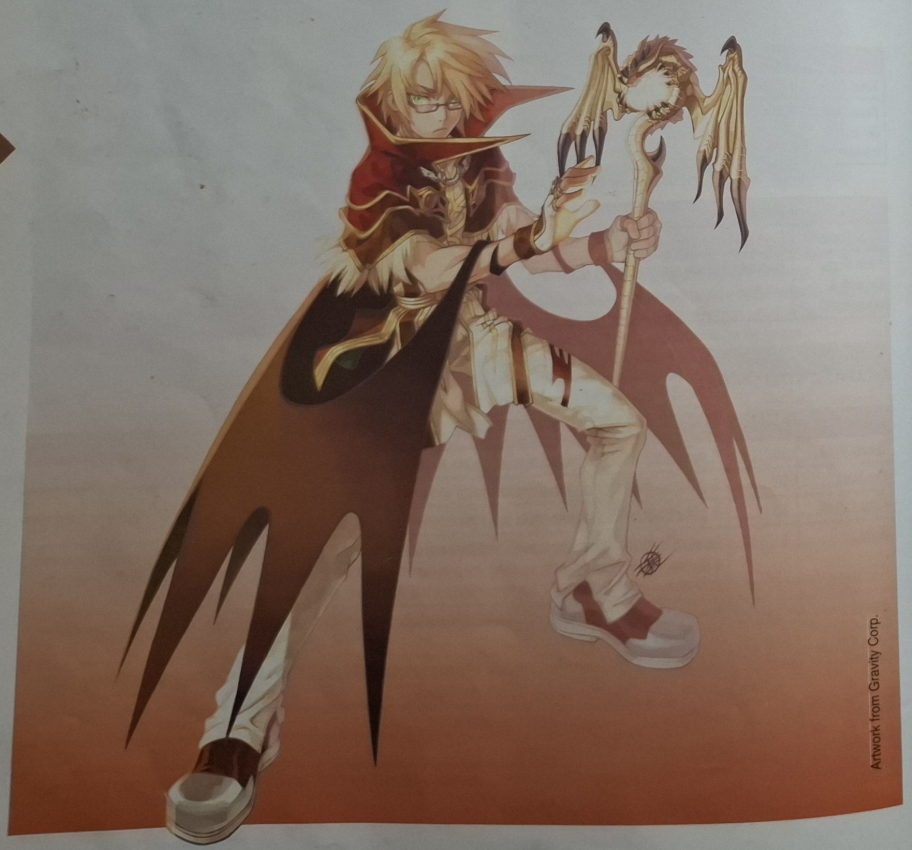
Skill:	Level:	Notes:
Safety Wall	10	A very reliable spell to protect against melee attackers. With high DEX, it can be quickly cast.
Fire Wall	10	A great leveling tool to keep monsters away while you prepare your next spell.
Frost Driver	10	A great leveling tool to keep monsters immobile while you prepare Jupitel Thunder.
Sight	1	Prevent surprise attacks by thieves and their sneaky kind. This is a powerful ensamble skill that can be used with a Gypsy. It is very effective in stunting the progress of attackers in an agit by denying them the use of their skills at entrance portals. This skill can help increase the effectiveness of other characters.
Jupitel Thunder	10	A great leveling tool. It deals high damage especially when combined with Frost Driver. Also works well on low-HP opponents.
Storm Gust	10	The spell that every caster must have. Effective in both leveling and WoE sieges. Level 10 to deal heavy damage on defense and Level 1 to cast quickly on offense.
Quagmire	5	Best way to slow down and annoy enemies.
Energy Coat	1	Another skill for survival.
Magic Power	10	The skill that defines a High Wizard. It can make the next spell cast fatal due to the significant damage increase.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Apple of Archer	N/A	Extra DEX.
Headgear (mid)	Phantom of Opera	N/A	Extra DEF.
Headgear (lower)	Phantom of Opera	N/A	
Garment	Muffler [1]	Raydric Card	More protection against Neutral damage.
Armor	Formal Suit	Marc Card	Lightweight and effective armor. Prevents being frozen when spell spamming in Agit Defense.
Shoes	Shoes [1]	Matyr Card	More HP can never hurt.
R Weapon	Staff [3]	Drops Card (x3)	Extra INT and DEX
Shield / L Weapon	Guard [1]	Thara Frog Card	Standard defense equipment for WoE sieges.
Accessory #1	Earring [1]	Zerom Card	Extra INT and DEX
Accessory #2	Earring [1]	Zerom Card	Extra INT and DEX

Additional Notes:

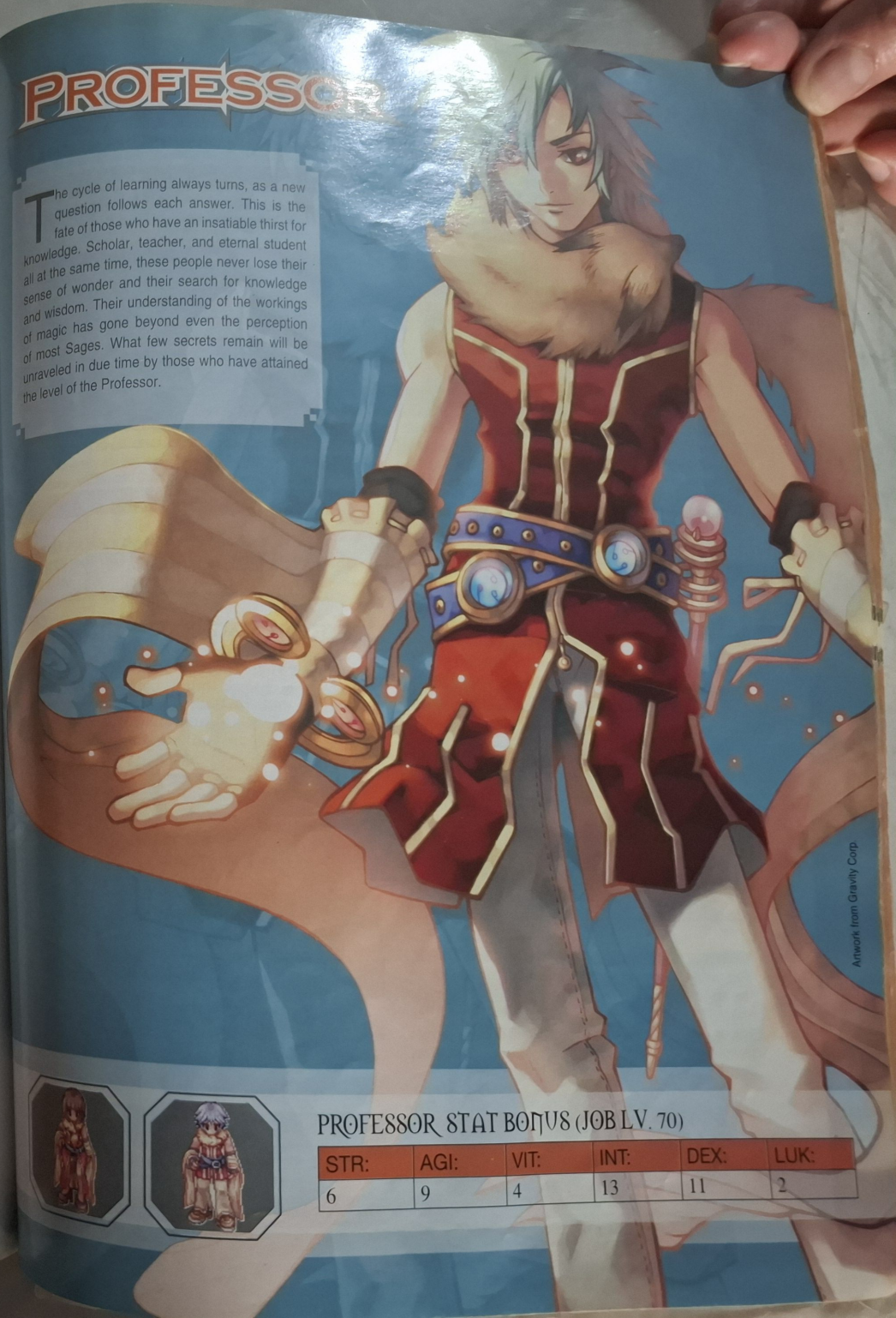
High wizards are not limited to INT and DEX, but many will prefer to go this path due to its reliability. But some might prefer to raise AGI and become one of the few rare AGI High Wizards. It might be worth seeing the expression on a Lord Knight's face when his Spiral Pierce misses. ?



Artwork from Gravity Corp.

PROFESSOR

The cycle of learning always turns, as a new question follows each answer. This is the fate of those who have an insatiable thirst for knowledge. Scholar, teacher, and eternal student all at the same time, these people never lose their sense of wonder and their search for knowledge and wisdom. Their understanding of the workings of magic has gone beyond even the perception of most Sages. What few secrets remain will be unraveled in due time by those who have attained the level of the Professor.



Artwork from Gravity Corp.

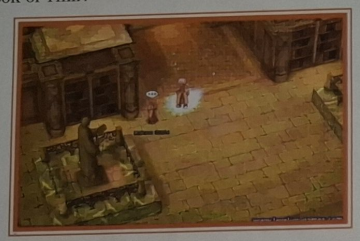
Professor Stat Bonus (Job Lv. 70)

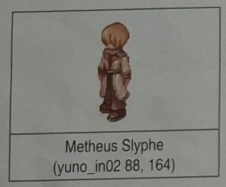
STR:	AGI:	VIT:	INT:	DEX:	LUK:
6	9	4	13	11	2

QUEST

Lvl 99 Sage - Professor

Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.

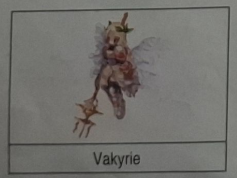




Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].



Vakyrie

High Novice - High Magician

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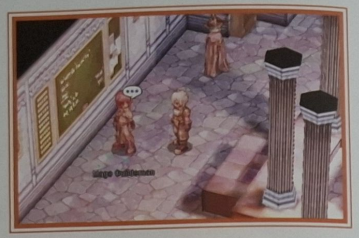
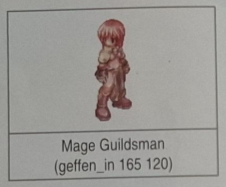
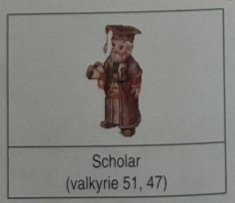




Mage Guildsman
(geffen_in 165 120)

High Magician - Scholar

When your High Magician reaches at least Job Lv 40 you can change into Scholar. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Scholar NPC. Just answer Yes when asked and she will change you into a Scholar.



Scholar
(valkyrie 51, 47)

SKILLS

[Supportive] Life Convertion

Description: Reduces 10% of the character's HP to convert it to SP. Costs 5 SP to cast.

Requirement: Lv. 1 Increase SP Recovery, and Lv. 1 Magic Rod

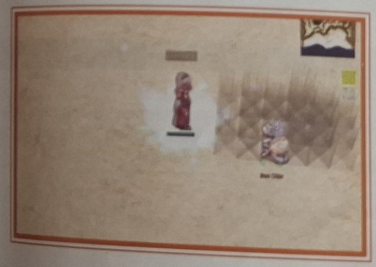
Level:	Effect / SP Cost:
Lv. 1	SP Conversion Rate of 20%
Lv. 2	SP Conversion Rate of 40%
Lv. 3	SP Conversion Rate of 60%
Lv. 4	SP Conversion Rate of 80%
Lv. 5	SP Conversion Rate of 100%

[Supportive] Fog Wall

Description: Place a wall of fog in the 5 x 3 cells of area to put players and monsters into darkness status and make it difficult for them to attack. When the players in the area of effect try to launch range attacks of magic attacks, the damage dealt will be reduced and the accuracy will decrease as well. This skill can only be used to monsters on field and players in PVP area. Costs 25 SP.

Requirement: Lv. 2 Violent Gale, and Lv. 2 Deluge

Notes:
- Enemies that attack players in fog will be penalised
- Targetted spells will have a 75% chance of missing players hiding in fog
- Ranged attacks will only do 25% damage and will have -50 hit penalty



[Supportive] Mind Breaker

Description: Attacks the enemies' mind to cause break down of enemies, hence increases the magic attack and decreases the magic defense of the enemies. As the skill level increases, the success rate increases as well.

Requirement: Lv.3 Increase SP Recovery, and Lv. 2 Soul Burn

[Supportive] Soul Change

Description: Exchanges own SP with the target's SP. The amount of SP exchanged cannot exceed the amount of MSP.

Requirement: Lv. 2 Spell Breaker, and Lv. 3 Magic Rod

[Offensive] Soul Burn

Description: Has a certain rate to change the SP of target to 0. It will also double SP damage to the target. If the skill failed, the effect will fall on the caster. Currently, this skill can only be used during guild war and PVP.

Requirement: Lv. 5 Cast Cancel, Lv. 3 Magic Rod, and Lv. 3 Dispel

Level:	Effect / SP Cost:
Lv. 1	30% Success Rate, 80 SP cost
Lv. 2	40% Success Rate, 90 SP cost
Lv. 3	50% Success Rate, 100 SP cost
Lv. 4	60% Success Rate, 110 SP cost
Lv. 5	70% Success Rate, 120 SP cost

[Supportive] Memorize

Description: This skills lets the cast time of the assigned spells to decreased to 1/2 of normal cast time for 5 times casting. If the assigned spells is not used, the effect of Memorize will continue and will only be cancelled if the character died. The cast time for this skill is 5 seconds and will not be affected by the value of DEX attribute. Costs 1 SP.

Requirement: Lv. 5 Advanced Book, Lv. 5 Free Cast, and Lv. 1 Auto Spell

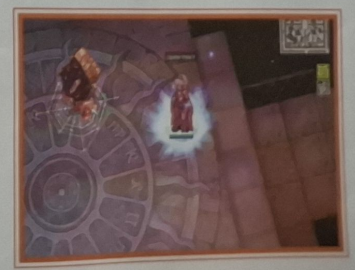
Notes:
- Fixed cast time of 5 seconds which cannot be reduced by DEX
- Stacks with Suffragium
- Recasting Memorise will only reset the 5 time counter

[Supportive] Spider Web

Description: Shoots spider web at enemies and ties them up. The duration of spell is 8 seconds. If the web is hit with Fire Bottle, it will burn and vanish. In this situation, the Fire Bottle will deal 2.5 time normal damage after the spider web is burnt. The character can shoot at most 2 spider webs.

Requirement: Lv. 4 Dragonology

Notes:
- Will stop movement rate of victim
- Victim in web will receive 2x damage from fire attacks but web will be broken
- Victim will have -50% flee
- Requires 1 Spider Web per casting



Builds & Player Articles

The Professor
by Spike Valeheart

Artwork by Ryan Quizon

A Dispeller/Burner is a support build for Professors. They are a great advantage to party members and a hindrance to enemies. Dispeller/Burner Profs deal mainly with tough opponents, making them weaker by removing their advantages such as buffs & special effects, and at the same time giving them disadvantages, such as depleting their SP. Though they lack power in terms of offense, they provide excellent defense support to the party.

Recommended Stats:

Dispeller/Burner Profs require fast casting time and a suitable amount of SP to support allies better – so pump up DEX and INT to max. They also need to be tough like most support builds, so invest on VIT. If you can afford extra stat points, put some on STR to be able to carry more gems/potions.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99	1+6	1+9	95+11	66+4	80+13	1+2
Final Stats (w/ buff & equipment)	99	1+6	1+10	95+25	66+4	80+15	1+2

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses include recommended equipment. If Blessing is added, it will round off Int to 105 for good enough spell damage for comfortable leveling

Recommended Skills:

Skill:	Level:	Notes:
Dispel	5	Your main de-buffer skill. Use mostly on Monks, Priests and Blacksmiths.
Soul Burn	5	SP Burner Skill. Use on Wizards and enemy Sages and Priests/Monks.
Fog Wall	1	Use when you run out of places to run/hide. Can be used to blind opponents.
Soul Change	1	If ever Soul Burn fails and burns your SP, use this against the supposed target.
Life Conversion	5	Emergency SP Recovery to recharge after a Soul Burn failure or a Soul Change to ally.
Safety Wall	10	Protect weaker armored allies against deadly melee attacks such as Infiltration/Sacrifice.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Apple of Archer	N/A	Extra Dex.
Headgear (mid)	Opera Mask	N/A	Extra Def.
Headgear (lower)	Opera Mask	N/A	
Garment	Muffler [1]	Raydric Card	Standard defensive equipment against Neutral damage.
Armor	Silk Robe [1]	Marc Card	A frozen Professor won't do anyone any good.
Shoes	Shoes [1]	Matyr Card	Extra HP.
R. Weapon	Staff [3]	Drops Card (x3)	Extra Int and Dex.
Shield / L Weapon	Guard [1]	Thara Frog Card	Standard defensive equipment for WoE sieges.
Accessory #1	Glove [1]	Zerom Card	Extra Dex.
Accessory #2	Glove [1]	Zerom Card	Extra Dex.

Additional Notes:

Your main role should be supporting agit defenders by giving out SP to party members via Soul Change or depleting enemy Wizards, Champions, and High Priests of their SP. Safety Wall, Deluge, and Land Protector are quite helpful too. Dispelling Berserk Knights, Champions, and Whitesmiths should also be a priority.

Artwork from Gravity Corp.

High Priest

Faith will sometimes define a person. It can be a source of strength. It can be a shield against temptation. It can be an unbreakable chain that binds friends and family together. People often find comfort in one aspect of faith or another. It helps them go beyond their normal limits, giving them greater patience and understanding of their fellow man. Faith can bring healing and joy. To those who attain the revered rank of High Priest, faith is simply everything

High Priest Stat Bonus (Job Lv. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
7	8	7	12	9	2

Quest

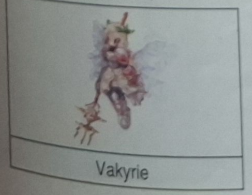
Lvl 99 Priest - High Novice

Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.

Metheus Slyphe
(yuno_in02 88, 164)

After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.

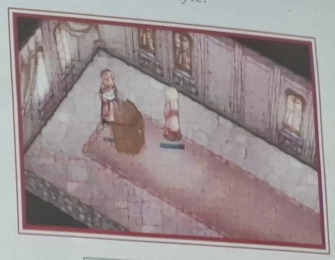
Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].



Vakyrie

High Novice - High Acolyte

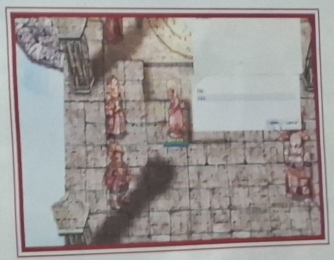
Once you get your High Novice to Job Lv 10 you can change into a High Acolyte. Just go back to the Prontera Church (prt_church 184 41) and talk to the Father Mareusis. You don't need to take a job change exam anymore, just talk to him and he will change you into a High Acolyte.



Father Mareusis
(prt_church 184 41)

High Acolyte - High Priest

When your High Acolyte reaches at least Job Lv 40 you can change into High Priest. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the High Priest NPC. Just answer Yes when asked and she will change you into a High Priest.



High Priest
(valkyrie 46 42)

Skills

[Passive] Meditatio

Description: Increase SP regeneration and maximum SP. Also afects the amount of HP restored by heal skills.

Requirement: Lv. 5 Increase SP Recovery, Lv. 5 Lex Divina, & Lv. 3 Asperio

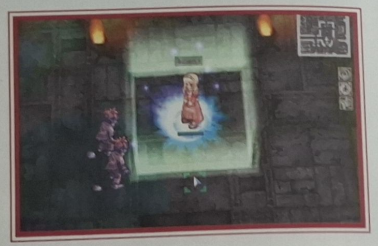
Level:	Effect / SP Cost:
Lv. 1	Maximum SP +1%, SP Recovery + 3%
Lv. 2	Maximum SP +2%, SP Recovery + 6%
Lv. 3	Maximum SP +3%, SP Recovery + 9%
Lv. 4	Maximum SP +4%, SP Recovery + 12%
Lv. 5	Maximum SP +5%, SP Recovery + 15%
Lv. 6	Maximum SP +6%, SP Recovery + 18%
Lv. 7	Maximum SP +7%, SP Recovery + 21%
Lv. 8	Maximum SP +8%, SP Recovery + 24%
Lv. 9	Maximum SP +9%, SP Recovery + 27%
Lv. 10	Maximum SP +10%, SP Recovery + 30%

[Active] Basilica

Description: Defense against all enemies that approach the area of effect. All attacks from enemies will be blocked consumes 1 blue gemstone, 1 red gemstone, 1 yellow gemstone and 1 holy water. Can not be used against Boss class mobs and during guild war. This skill cannot be activated if there is obstacle in the area of effect. Caster cannot move or use other skill when this skill is active.

Requirement: Lv. 2 Gloria, Lv. 1 Increase SP Recovery, & Lv. 3 Kyrie Eleison

Level:	Effect / SP Cost:
Lv. 1	20 sec duration; SP 80
Lv. 2	25 sec duration; SP 90
Lv. 3	30 sec duration; SP 100
Lv. 4	35 sec duration; SP 110
Lv. 5	40 sec duration; SP 120



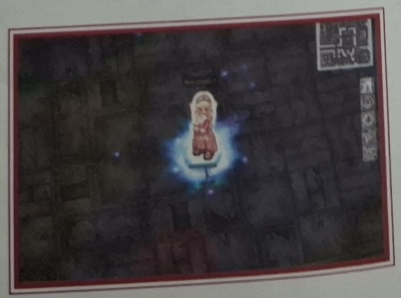
Artwork by Xavier Basa

[Active] Assumptio

Description: Reduce damage taken from enemies to 1/2 for skill's duration. Cannot be used with Kyrie Eleison at the same time. The amount of damage reduction becomes 2/3 in guild war areas and PVP zones.

Requirement: : Lv. 1 Angelus, Lv. 3 Increase SP Recovery, & Lv. 3 Imposito Manus

Level:	Effect / SP Cost:
Lv. 1	20 sec duration; SP 20
Lv. 2	40 sec duration; SP 30
Lv. 3	60 sec duration; SP 40
Lv. 4	80 sec duration; SP 50
Lv. 5	100 sec duration; SP 60



Builds

The High P[illegible]

This sample build of a High Priest [illegible] the popular INT/VIT Priest builds. Though [illegible]ase stats look simple, the tweaking was done with the selection of equipment. The final score for INT was calculated to ensure that there is no waste. It is the exact level of INT needed for an efficient Heal when Blessing is cast.

Recommended Stats:

The selection of equipment was done to maximize the efficiency of an already reliable build. The remaining points were placed into DEX so that support skills like Assumption and Increase Agi can be cast a little faster.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	1+7	1+8	21+9	99+7	99+12	1+2
Final Stats (w/ buff & equipment)	99/70	1+7	1+9	21+9	99+16	99+16	1+2

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses include recommended equipment.

Artwork from Gravity Corp

Recommended Skills:

Skill:	Level:	Notes:
Blessing	10	No Acolyte, Priest, or High Priest should be without this.
Increase Agility	10	In later stages, the bonus to movement is more valued than the increase to Agility, especially during WoE sieges.
Heal	10	It just wouldn't be right not to get this skill.
Magnificat	5	This helps during leveling with a party to make sure the other characters can continue using their SP to take down monsters. It also helps when defending in WoE to help guildmates recover.
Aspersio	5	This is a very versatile skill. It can allow for faster leveling against monsters of the Shadow and Undead property. It can also let melee characters break through powerful cards like Ghostring and Raydric by changing the element of their weapon. Holy Water bottles might be a bit heavy though.
Imposito Manus	5	Sometimes every little bit of damage helps.
Suffragium	3	Wizards and High Wizards will always be happy to receive this spell, especially during offense and while leveling.
Status Recovery	1	This spell is vital in removing major status ailments from your guildmates and partymates.
Lex Aeterna	1	This spell can make a deadly skill into a fatal one if used at the right time.
Assumptio	5	More defense for yourself and your allies.
Meditatio	10	Increases your ability to heal by a significant amount.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Crown	N/A	Good balance of DEF and extra Int.
Headgear (mid)	Phantom of Opera	N/A	Extra DEF
Headgear (lower)	Phantom of Opera	N/A	
Garment	Muffler [1]	Raydric Card	Standard defensive equipment for WoE sieges.
Armor	Saint's Robe [1]	Marc Card	Protects from being frozen.
Shoes	Shoes [1]	Matyr Card	Extra HP.
R Weapon	Staff [3]	Fabre Card (x3)	Good balance of extra INT, extra VIT, and extra HP.
Shield / L Weapon	Buckler [1]	Thara Frog Card	Standard defensive equipment for WoE sieges.
Accessory #1	Necklace [1]	Spore Card	Extra VIT.
Accessory #2	Necklace [1]	Spore Card	Extra VIT.

Additional Notes:

High Priests are not limited to this type of build. They can increase their AGI alongside VIT and have a little lower INT to become the ultimate tanker against monsters and even some players. This type of priest will be very hard to kill. Some will want more DEX with their VIT so that they can cast spells faster. This would be important for Magnus Exorcismus builds. And there might be those rare few who would continue the journey that began so long ago and become Battle High Priests with high STR, AGI, and LUK to become inexhaustible fighting machines.

Artwork from Gravity Corp.

CHAMPION

The corruption of demons is widespread throughout society and it constantly threatens the peaceful way of life that most people long for. Monks that have attained true enlightenment meditate and wait for the time when they are needed. When evil finally takes the form of powerful beings and start to spread terror across the lands, they will eventually be confronted by the ordained keepers of balance. Even if the impregnable armor of darkness deflects the strongest of swords and sorcery, it will be shattered by the unyielding fists of the Champions of Rune Midgard.

Champion Stat Bonus (Job Lv. 70)

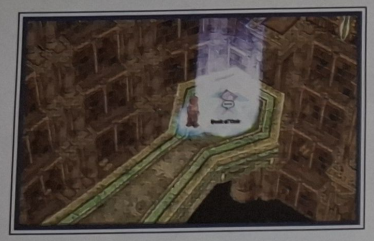
STR:	AGI:	VIT:	INT:	DEX:	LUK:
9	9	7	7	10	3

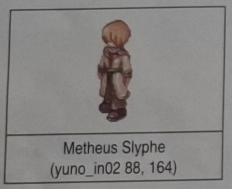
Artwork from Gravity Corp.

Quest

Lvl 99 Monk - High Novice

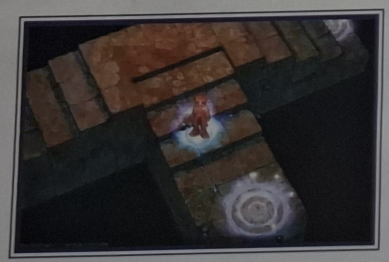
Your first step towards rebirth starts at Juno. Go the building located at [yuno 87, 322] , at the upper left part of the map. Go inside and look for Metheus Slyphe. He will request a donation of 1,285,000z. Pay him the amount then proceed north to the Book of Ymir.



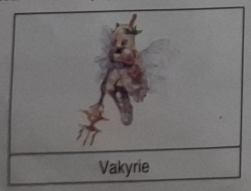


Metheus Slyphe
(yuno_in02 88, 164)

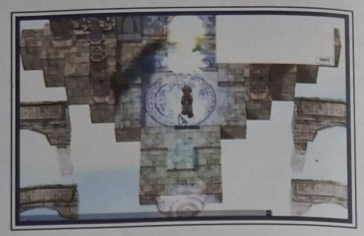
After reading the Book of Ymir, proceed south and go down a flight of stairs. You would be taken inside a labyrinth. Once out, find the Heart of Ymir. Click it and you will be transported to the Valkyrie Hall, The Hall of Honor.



Enter the north portal at speak with the Valkyrie. You must have no items equipped, no items in the inventory and no zenny, or else the Valkyrie will teleport you back to the Book of Ymir. After you finish talking to the Valkyrie she will change you into a High Novice. You will be given a Cotton Shirt[1] and a Knife[4].

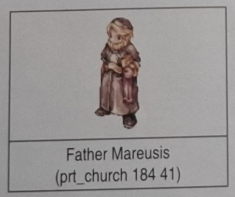


Vakyrie



High Novice - High Acolyte

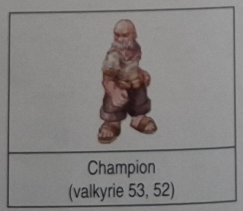
Once you get your High Novice to Job Lv 10 you can change into a High Acolyte. Just go back to the Prontera Church (prt_church 184 41) and talk to the Father Mareusis. You don't need to take a job change exam anymore, just talk to him and he will change you into a High Acolyte.



Father Mareusis
(prt_church 184 41)

High Acolyte - Champion

When your High Acolyte reaches at least Job Lv 40 you can change into Champion. Go back all the way to the Valkyrie Hall, The Hall of Honor and talk to the Champion NPC. Just answer Yes when asked and she will change you into a Champion.



Champion
(valkyrie 53, 52)

Skills

[Active] Raging Palm Strike

Description: Strike an enemy using one's palm. The damage is dealt to the target one second after the impact and knocks back 3 cells. This can only be used during Vigor Explosion status.

Requirements: Lv. 7 Iron Palm, & Lv. 5 Vigor Condensation

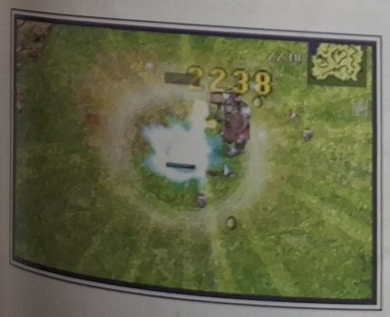
Level:	Effect / SP Cost:
Lv. 1	ATK 300%; SP 2
Lv. 2	ATK 400%; SP 4
Lv. 3	ATK 500%; SP 6
Lv. 4	ATK 600%; SP 8
Lv. 5	ATK 700%; SP 10

[Active] Tiger Fist

Description: A strong attack that can be chained in a combo. Usable after Combo Finish. Costs 1 Spirit Sphere.

Requirements: Lv. 3 Combo Finish

Level:	Effect / SP Cost:
Lv. 1	ATK + 140%; SP 4
Lv. 2	ATK + 240%; SP 6
Lv. 3	ATK + 340%; SP 8
Lv. 4	ATK + 440%; SP 10
Lv. 5	ATK + 540%; SP 12



[Active] Chain Crush Combo

Description: A powerful multi-hit strike. Usable after either Tiger Fist or Combo Finish. After using Chain Crush Combo, the caster can combo in an Extremity Fist, provided he is in Vigor Explosion Status. Costs 1 Spirit Sphere.

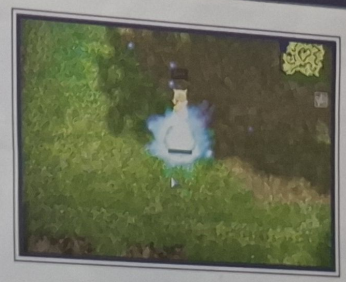
Requirements: Lv. 2 Tiger Fist

Level:	Effect / SP Cost:
Lv. 1	ATK 500%; SP 4
Lv. 2	ATK 600%; SP 6
Lv. 3	ATK 700%; SP 8
Lv. 4	ATK 800%; SP 10
Lv. 5	ATK 900%; SP 12
Lv. 6	ATK 1000%; SP 14
Lv. 7	ATK 1100%; SP 16
Lv. 8	ATK 1200%; SP 18
Lv. 9	ATK 1300%; SP 20
Lv. 10	ATK 1400%; SP 22

[Active] Zen

Description: Summons 5 Spirit Spheres at one time. But unlike Vigor Condensation, this skill is interruptable. Costs 20 SP per use.

Requirements: Lv. 5 Vigor Explosion



Builds

The Champion

This type of Champion build focuses on using Extremity Fist as quickly as possible while still dealing out a significant amount of damage. Leveling up is difficult, but the Finger Offensive skill should make it possible with its high damage output. Champions who have a build similar to this one can be one of the most devastating forces in WoE siege. They are also one of the reasons why the Ghostring Card is so popular.

Recommended Stats:

The amount of STR and INT allocated to this build is enough to cause significant damage with Extremity Fist. It was moderated to allow for a very high level of DEX in order to quickly cast Extremity Fist or Finger Offensive. Some points were put into VIT to help resist status effects and to add more HP just in case the Champion is caught in a bad spot.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99/70	88+9	1+9	97+10	23+7	41+7	1+3
Final Stats (w/ buff & equipment)	99/70	88+12	1+9	97+13	23+7	41+9	1+3

	Notes:
Final Stats	
Final Stats (w/ buff & equipment)	Bonuses from recommended equipment included.

Artwork by Jojo Cunanan

Recommended Skills:

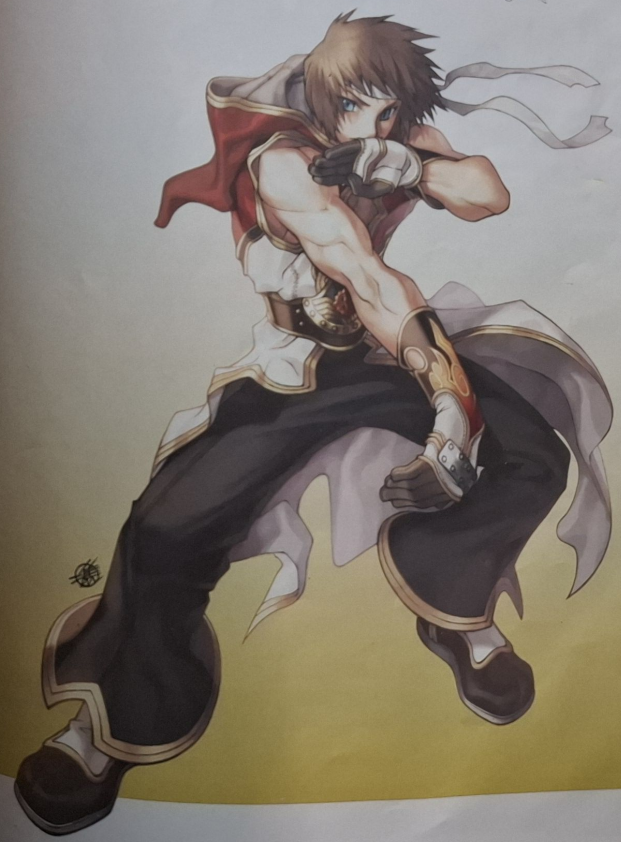
Skill:	Level:	Notes:
Finger Offensive	5	The best skill for a high STR and DEX Champion to level up with. Elemental weapons confer their attributes to this skill, allowing for some very high damage to monsters for low SP costs.
Infiltration	5	With improvements to this skill, you will see tough monsters and characters taking significantly more damage.
Extremity Fist	5	The ultimate skill for Monks and Champions. If the target doesn't get knocked out immediately, it will certainly be heavily injured.
Body Relocation	1	Mobility is very valuable, especially if you have weak defenses.
Dangerous Soul Collect	1	Summon (5) Spirit Spheres at once. Be careful though, this can get interrupted by damage.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Mistress Crown	N/A	More SP for more powerful Extremity Fist
Headgear (mid)	Sunglasses [1]	Willow Card	More SP for more powerful Extremity Fist
Headgear (lower)			
Garment	Muffler [1]	Raydric Card	Standard defensive equipment for WoE sieges.
Armor	Saint's Robe [1]	Roda Frog Card	More SP for more powerful Extremity Fist
Shoes	Shoes [1]	Sohee Card	More SP for more powerful Extremity Fist
R. Weapon	Chain	Hydra Card (x3)	(3) Hydra preferred over (2) Hydra and (1) Skel Worker to take into considaration that Baby characters are Small in size.
Shield / L Weapon	Buckler [1]	Thara Frog Card	
Accessory #1	Clip	Zerom Card	More SP for more powerful Extremity Fist
Accessory #2	Clip	Mantis Card	More SP for more powerful Extremity Fist

Additional Notes:

It is possible to make effective Extremity Fist Champions which are easier to level up. Investing in STR and AGI can make things a whole lot easier. Just make sure you get just the right amount of AGI to dodge the monsters you are fighting. You will still need to save up a lot of points for DEX later on as well as a few points in Int to boost Extremity Fist damage. Champions can have many other different builds, like Combo Champions which rely on the combination skill like Triple Attack and Chain Combo. You will still be able to push through with an Extremity Fist at the end if you practice hard enough.



Artwork from Gravity Corp.

WHITESMITH

Reborn from the flames of the forge, these men and women once again pick up their hammers and anvils to aid humanity with the creation of weapons and the aid of their powerful axes in battle. They are looked upon as examples of hard work and effort. They are fearless in the face of danger and they are always well stocked for any adventure. Whatever evil forges from darkness, the proud Whitesmiths will melt down with their fiery wrath.

WHITESMITH STAT BONUS (JOB LV. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
6	6	6	7	12	8

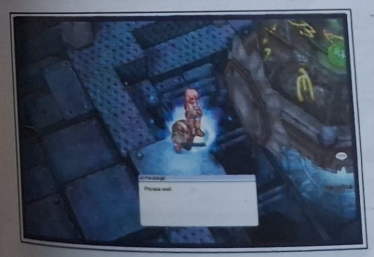
Artwork from Gravity Corp.

LVL 99 BLACKSMITH - WHITESMITH

The first step to rebirth begins at Juno, City of University, located at the upper left island of the map (yuno 87, 322). Go inside and look for the librarian Metheus Slyphe. He will request a donation of 1,285,000z since the preserved Book of Ymir is extremely fragile and cannot be read by just anyone. After donating, you may proceed to read the Book of Ymir.

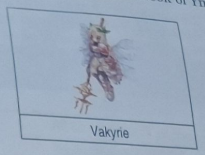
Metheus Slyphe
(yuno_in02 88, 164)

Directly south of the room containing the Book of Ymir is the entrance to a maze leading to the center of Juno, where the Heart of Ymir lies. The maze leading to the heart is totally random, meaning that you may have to double back through portals until you reach the winding staircase. At the very center of that staircase (ignore the other portals) is the Heart of Ymir. Click on it, and you will be transported to the Valkyrie Hall, The Hall of Honor.



Along the corridor of the Valkyrie Hall are representatives of all the job classes. They will congratulate you for making it to Valhalla, but that isn't the point of this journey. Instead, go to the far North hall, where you can find the Valkyrie.

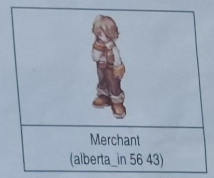
Remember to come to her free of all material attachments (do not have any items or zeny in your inventory, do not take your Pecopeco, Falcon or Cart with you, etc.) or she will send you back out (you will reappear in front of the Book of Ymir).



Vakyrie

HIGH NOVICE - HIGH MERCHANT

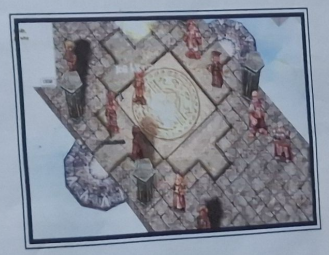
Get up to Job Level 10 as usual, then you can change into a High Merchant by returning to the Alberta Merchant's Guild (alberta 37, 42). And talking to the Head Merchant Chief Mahnsoo. You don't have to repeat the Merchant exam anymore, and get to tranform into a High Merchant at once.

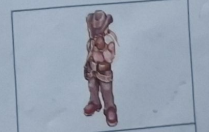


Merchant
(alberta_in 56 43)

HIGH MERCHANT - WHITESMITH

When your High Merchant has achieved at least Job 40, you can now change into a Whitesmith. Return to the Book of Ymir and choose to Continue Reading to automatically return toValkyrie Hall. Talk to the Master Smith to and answer Yes to change into a Whitesmith.





Master Smith
(Valkyrie 45, 50)

Skills

[Support] Melt Down

Description: While in Melt Down state, each attack you make has a chance to destroy the weapon or armor of target player in PvP/WoE. (Reduces the attack or defense of the target in PvM). If the target is protected by the Alchemist/Creator skill "Chemical Protection [Weapon]/[Armor]", then the armor will not be broken.

Requirements: Lv. 3 Skin Tempering, Lv. 1 Hilt Binding, Lv. 5 Weaponry Research, and Lv. 3 Power Thrust

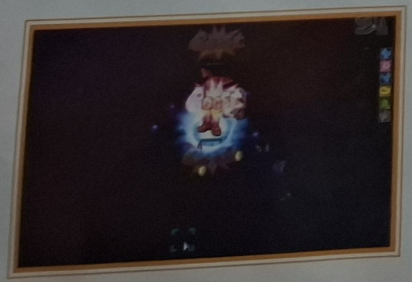
Level:	Effect / SP Cost:
Lv. 1	Lasts for 15 seconds / 50 SP
Lv. 2	Lasts for 20 seconds / 50 SP
Lv. 3	Lasts for 25 seconds / 60 SP
Lv. 4	Lasts for 30 seconds / 60 SP
Lv. 5	Lasts for 35 seconds / 70 SP
Lv. 6	Lasts for 40 seconds / 70 SP
Lv. 7	Lasts for 45 seconds / 80 SP
Lv. 8	Lasts for 50 seconds / 80 SP
Lv. 9	Lasts for 55 seconds / 90 SP
Lv. 10	Lasts for 60 seconds / 90 SP

[Active] Cart Boost

Description: When activated, your movement speed is improved. (This skill can only be activated when a cart is equipped) This skill can be used to cancel Movement-decreasing effects such as AGI-Down.

Requirements: Lv. 5 Push Cart, Cart Revolution, Change Cart,and Lv. 1 Hilt Binding

Level:	Effect / SP Cost:
Lv. 1	Lasts for 60 seconds / 20 SP



Artwork from Gravity Corp.

[Craft] Upgrade Weapon

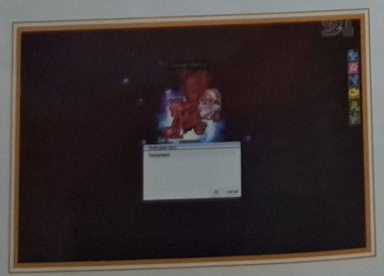
Description: Upgrade Weapons as NPC upgraders. The weapon to be upgraded must be in your inventory (not equipped). Success rate is not affected by DEX and LUK but by your Job Level.

Job Level 50 - Same success rate as NPC
Job Level 60 - 5% higher success rate than NPC
Job Level 70 - 10% higher success rate than NPC

You must also have in your inventory the appropriate upgrading metal which will be spent per upgrade.
Level 1 weapon = Phracon
Level 2 weapon = Emveretarcon
Level 3 and 4 weapons = Oridecon

Requirements: Lv. 10 Weaponry Research

Level:	Effect / SP Cost:
Lv. 1	Can upgrade a weapon to +1
Lv. 2	Can upgrade a weapon to +2
Lv. 3	Can upgrade a weapon to +3
Lv. 4	Can upgrade a weapon to +4
Lv. 5	Can upgrade a weapon to +5
Lv. 6	Can upgrade a weapon to +6
Lv. 7	Can upgrade a weapon to +7
Lv. 8	Can upgrade a weapon to +8
Lv. 9	Can upgrade a weapon to +9
Lv. 10	Can upgrade a weapon to +10



Builds

The Whitesmith

This is one of the Butcher or Battlesmith builds for the Whitesmith. It focuses on high damage output with good ASPD. It also uses a good amount of VIT to allow it to survive retaliation and to decrease the chances of getting hit with status effects. Meltdown would make the Battle Whitesmith even more dangerous, making opponents weaker and unable to fight back by breaking their armor and weapons. Those who look down on the capabilities of the Whitesmith will soon find themselves knocked out with a couple of repair bills for weapons and armor to their name.

Artwork by Xavier Basa

Recommended Stats:

This build focuses on high STR to deal high damage with Mammonite and normal attacks. Good ASPD is also needed so high AGI is added. The DEX is enough to hit most targets and VIT is raised to increase survivability. Some might prefer to lower INT to get more VIT or DEX.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:	Notes:
Final Stats	99/70	99+7	72+7	38+12	44+6	21+6	1+8	Bonuses include Hilt Binding.
Final Stats (w/ buff & equipment)	99/70	99+21	72+8	38+12	44+6	21+7	1+8	Bonuses include recommended equipment as well as Hilt Binding and Crazy Uproar.

Recommended Skills:

Skill:	Level:	Notes:
Mammonite	10	This will be your standard offensive weapon. Though it costs some zeny to use, the damage output is very significant.
Increase Weight Capacity	10	More potions means lasting longer.
Pushcart	10	Can't be slow or you'll get left behind.
Adrenaline Rush	5	Faster attack speed means more damage over time and more chances of breaking armor and weapons with Meltdown.
Power Maximize	5	More damage.
Power Thrust	5	More damage.
Weapon Perfection	5	More damage with Axes in particular when fighting players.
Weaponry Research	10	More damage.
Skin Tempering	5	Some defense. Reduces fire damage and some neutral damage.
Meltdown	10	The skill that will make sure those you beat down stay down... or at least until they get their weapon and armor repaired in town.
Cart Boost	1	Being a close-range fighter can be tough sometimes, but this skill will help you close the gap and seal the deal.

Recommended Equipment:

Position:	Equipment:	Card:	Notes:
Headgear (upper)	Headband of Hyper	N/A	Extra STR. Can replace with Majestic Goat and then Evil Ears for more DEF
Headgear (mid)	Welding Mask	N/A	Can be replaced with Evil Ears for more DEF if a Majestic Goat is used instead of Headband of Hyper.
Headgear (lower)	Welding Mask	N/A	
Garment	Manteau [1]	Raydric Card	Standard defensive equipment for WoE sieges.
Armor	Lord's Clothes	Marc Card	Excellent Whitesmith armor and the Marc card will prevent you from getting stuck from frost.
Shoes	Boots [1]	Matyr Card	Extra HP.
R Weapon	Chain [3]	Hydra Card (x3)	It hurts and it lets you use a Buckler at the same time.
Shield / L Weapon	Buckler [1]	Thara Frog Card	Standard defensive equipment for WoE sieges.
Accessory #1	Ring [1]	Mantis Card	Extra STR.
Accessory #2	Ring [1]	Mantis Card	Extra STR.

Additional Notes:

Whitesmiths have gained a lot in terms of combat ability and this should be taken into consideration when creating the character. Though leveling up still includes burning thousands upon thousands of potions, it's part of the job. The damage a Whitesmith can do to an opposing guild is significant and those who are not careful will find more than just a sword or dagger broken due to the tremendous damage output that a Whitesmith can produce.

Artwork from Gravity Corp.

Creator

When the desire for gold and riches has faded, all that an Alchemist has left is the desire to continue learning about the workings and manipulation of living and non-living things. They explore every aspect of life and they soon become obsessed with the desire to create things from their base elements. Perhaps some accuse them of trying to play god, but Creators know that the secrets of life itself are within their grasp. Until then, their advanced knowledge of alchemy and potions will be their main strength.

Artwork from Gravity Corp.

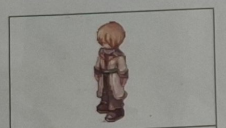
Creator Stat Bonus (Job Lv. 70)

STR:	AGI:	VIT:	INT:	DEX:	LUK:
4	6	3	7	14	11

QUEST

Lvl 99 Alchemist - Creator

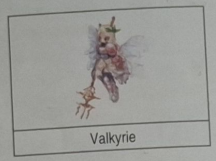
The first step to rebirth begins at Juno. Go to the University, located at the upper left island of the map (yuno 87, 322). Go inside and look for the librarian Metheus Slyphe. He will request a donation of 1,285,000z since the preserved Book of Ymir is extremely fragile and cannot be read by just anyone. After donating, you may proceed to read the Book of Ymir.



Metheus Slyphe
(yuno_in02 88, 164)

Directly south of the room containing the Book of Ymir is the entrance to a maze leading to the center of Juno, where the Heart of Ymir lies. The maze leading to the heart is totally random, meaning that you may have to double back through portals until you reach the winding staircase. At the very center of that staircase (ignore the other portals) is the Heart of Ymir. Click on it, and you will be transported to the Valkyrie Hall, The Hall of Honor.

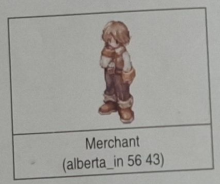
Along the corridor of the Valkyrie Hall are representatives of all the job classes. They will congratulate you for making it to Valhalla, but that isn't the point of this journey. Instead, go to the far North hall, where you can find the Valkyrie. Remember to come to her free of all material attachments (do not have any items or zeny in your inventory, do not take your Pecopeco, Falcon or Cart with you, etc.) or she will send you back out (you will reappear in front of the Book of Ymir).



Valkyrie

High Novice - High Merchant

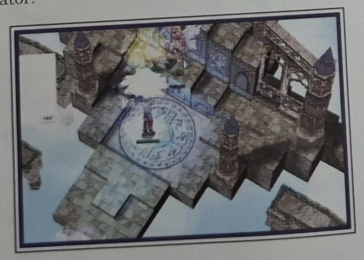
Get up to Job Level 10 as usual, then you can change into a High Merchant by returning to the Alberta Merchant's Guild (alberta 37, 42). And talking to the Head Merchant Chief Mahnsoo. You don't have to repeat the Merchant exam anymore, and get to tranform into a High Merchant at once.



Merchant
(alberta_in 56 43)

High Merchant - Creator

When your High Merchant has achieved at least Job 40, you can now change into a Creator. Return to the Book of Ymir and choose to Continue Reading to automatically return to Valkyrie Hall. Talk to the Biochemist and answer Yes to change into a Creator.



Biochemist
(Valkyrie 52, 50)

[Active] Slim Pitcher

Description: Pitches a Slim Potion to a [illegible] guildmates within that area receive the effect of the Potion pitched, plus the bonuses from the Creator's Potion Mastery skills. The targets' VIT and [illegible] also affect the potency of this skill. The potions you pitch are affected by your skill level.

Requirements: Lv. 5 Potion Pitcher

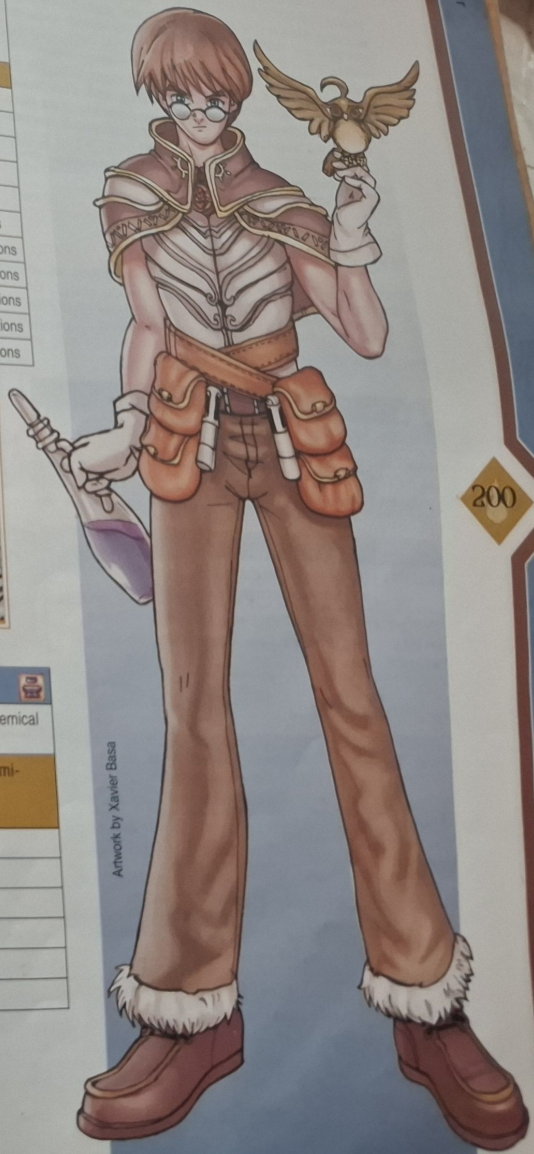
Level:	Effect / SP Cost:
Lv. 1	Potion Efficiency 110%, Pitch Red Slim Potions
Lv. 2	Potion Efficiency 120%, Pitch Red Slim Potions
Lv. 3	Potion Efficiency 130%, Pitch Red Slim Potions
Lv. 4	Potion Efficiency 140%, Pitch Red Slim Potions
Lv. 5	Potion Efficiency 150%, Pitch Red Slim Potions
Lv. 6	Potion Efficiency 160%, Pitch Yellow Slim Potions
Lv. 7	Potion Efficiency 170%, Pitch Yellow Slim Potions
Lv. 8	Potion Efficiency 180%, Pitch Yellow Slim Potions
Lv. 9	Potion Efficiency 190%, Pitch Yellow Slim Potions
Lv. 10	Potion Efficiency 200%, Pitch White Slim Potions

[Active] Full Chemical Protection

Description: Provides the same effect as having all four Chemical Protections cast on you.

Requirements: Lv. 5 Chemical Protection: Helm, Lv. 5 Chemical Protection: Shield, Lv. 5 Chemical Protection: Armor, Lv. 5 Chemical Protection: Weapon

Level:	Effect / SP Cost:
Lv. 1	Lasts 120 seconds / 40 SP
Lv. 2	Lasts 240 seconds / 40 SP
Lv. 3	Lasts 360 seconds / 40 SP
Lv. 4	Lasts 480 seconds / 40 SP
Lv. 5	Lasts 600 seconds / 40 SP



Artwork by Xavier Basa

Builds

Creator

Str/Vit/Dex Creators are one of the best and versatile builds out there for the creator class they are capable of doing almost everything under the sun. Given high strength for damage and dexterity to make sure its death and for potion making success rate. Having high vitality for high health points, status resistance and for the Potion Pitcher to make it more effective to you. Only thing this can't do is dodging well. This build will concentrate on hitting hard as possible. You can gather mobs and Cart Revo them without much worry. This build can serve as a WoE / PvP build if you lower Prepare Potion in favor of chemical protections, and Summon Marine Sphere.

Artwork from Gravity Corp.

Recommended Stats:

Since you're not going to be swinging as often as an agility-based build, you'll want your hits to count. So get as much str and dex as possible and some agility for more attack speed and with a little int to keep up your Cart Revos will be helpful.

	Level:	STR:	AGI:	DEX:	VIT:	INT:	LUK:
Final Stats	99	88	37	70	90	21	12
Final Stats (w/ buff & equipment)	99	82+18	33+7	56+14	87+3	17+7	1+11

	Notes:
Final Stats	This will be your raw stat w/ job bonuses where you plan to add additional stats from your equipments.
Final Stats (w/ buff & equipment)	Final Stats with Crazy Uproar and 2 Rings of Muscle, +1 Agi from Green Boots w/ Increase Agi, Blessing and Gloria.

Recommended Skills:

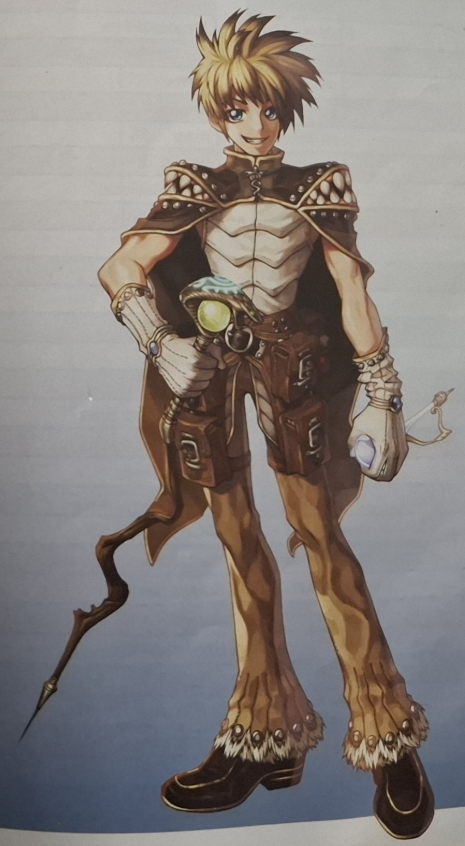
Skill:	Level:	Notes:
Mamonite	10/10	This will be your main attack skill for PvP other than Cart Revolution that doesn't require a bottle of some kind. And zeny is more easily replaced than a bottle.
Enlarge Weight Limit	10/10	This is very helpful, almost necessary. By allowing you to carry even more potions, it will dramatically increase your lifespan in WoE and PvP.
Push Cart	10/10	Get this skill to level 10, without a doubt. The cart will be your main advantage throughout Merchant life and beyond.
Learning Potion	10/10	This is the basis of Alchemist skills in Potion Creation & the potency of your potions.
Potion Pitcher	5/5	Have this skill and equip yourself with potions and discover immortality. Prerequisite for Slim Pitcher
Slim Pitcher	10/10	Have this skill for WoE. It gives significant healing allies within the area of effect.
Full Chemical Protection	5/5	Full Protection for just a price of one Coating Bottle that is hard to make.
Bio Cannibalize	5/5	This skill at max level you can summon a geographer which is an excellent addition to healers in WoE or just by leveling alone or partied
Demonstration	5/5	Raise this for leveling and for WoE skill.
Cart Revolution	1/1	Quest gained skill sent from god. This will serve as your primary leveling skill.
Crazy Uproar	1/1	Quest gained skill you'll need this to hit your attack bonus.

Recommended Equipment:

Position:	Equipment:	Ca	Notes:
Headgear (upper)	Majestic Goat	N/a	Good compromise of defense and extra Str for Creators.
Headgear (mid)	Devil Ears	N/a	Good compromise of defense and extra Str for Creators.
Headgear (lower)			
Garment	Manteau [1]	Raydric Card	Manteaus are the best piece here with Raydric Card on..
Armor	Chainmail [1]	Peco Peco Card	Highest defensive armor for merchant class.
Shoes	Boots [1]	Matyr Card	Extra HP.
R Weapon	Saber [3], Elemental Tsurugis	Hydra Card (x3)	Sabers are the choice weapon of the alchemist class due to high attack power and good attack speed and the 3 slots considering it's a level 3 weapon. Use Tsurugis for elementals.
Shield / L Weapon	Buckler [1]	Thara Frog Card	Best defensive equipment for WoE sieges.
Accessory #1	Ring of Muscle	Mantis	Extra Str.
Accessory #2	Ring of Muscle	Mantis	Extra Str.

Additional Notes:

Creators are focused on potions and other skills that only works or has an effect to other players. That's why they tends to be a WoE / PvP based class. With this build, you can enjoy participating at everything from PvM to WoE. But always keep in mind that leveling this kind of class requires more dedication and hard work than your typical Knight or Wizard class.



Artwork from Gravity Corp.

Hit and Flee

Hit List

Monster	Hit
Red Mushroom	20
Black Mushroom	21
Blue Plant	21
Green Plant	21
Red Plant	21
Shining Plant	21
Thief Quest Mushroom	21
White Plant	21
Yellow Plant	21
Poring	22
Pupa	23
Fabre	24
Mastering (Mini Boss)	24
PecoPeco Egg	24
Ant Egg	25
Drops	26
Lunatic	26
Picky	26
Super Picky	27
Willow	28
Roda Frog	30
Thief Bug Egg	30
Antonio	31
Thief Bug	32
ChonChon	34
Savage Babe	34
Skeleton	35
Toad (Mini Boss)	35
Santa Poring	37
Baby Desert Wolf	38
Condor	38
Rocker	38
Spore	38
Farmiliar	40
Plankton	40
Kukre	42
Zombie	43
Mandragora	44
Wolf	44
Marin	45
Thief Bug Female	45
Ambernite	46
PecoPeco	46

Monster	Hit
Shellfish	47
Dragon Fly (Mini Boss)	48
Hornet	48
Hydra	48
Poporing	48
Wormtail	48
Muka	50
Snake	50
Raggler	51
Tarou	51
Deviling	52
Andre	54
Coco	54
Horn	56
Martin	56
Megalodon	56
Orc Zombie	56
Pierre	56
Smokie	56
Aster	57
Deniro	58
Pirate Skeleton	58
Poison Spore	58
Vadon	58
Archer Skeleton	59
Crab	60
Elder Willow	60
Golem	60
Vitata	60
Eclipse (Mini Boss)	62
Orc Skeleton	62
Goblin Archer	63
Yoyo	63
Mace Goblin	64
Metaller	64
Soldier Skeleton	64
Thara Frog	64
Ghostring (Mini Boss)	65
Munak	65
Skel Worker	65
Anacondaq	66
Caramel	66
Cornutus	66

Monster	Hit
Hammer Goblin	68
Vocal (Mini Boss)	68
Zerom	68
Bongun	68
Axe Goblin	68
Flail Goblin	68
Male Thiefbug	68
Orc Warrior	68
Scorpion	68
Rice Cake Boy	69
Argos	70
Bigfoot	70
Marina	70
Cookie XMas	72
Flora	72
Hode	72
Magnolia	72
Mantis	72
Phen	72
Savage	72
Kobold Archer	73
Desert Wolf	74
Sasquatch	75
Creamy	76
Marine Sphere	76
Mummy	76
Stainer	76
Verit	77
Giearth	78
Ghoul	79
Cookie	80
Drainliar	80
Eggyra	80
Frilldora	80
Greatest General	80
Steel Chonchon	80
Sword Fish	80
Zipperbear	80
Hammer Kobold	82
Mace Kobold	82
Marse	82
Obeaune	82
Penomena	82

Monster	Hit
Bapho	86
Poring	88
Sandman	88
Vagabond Wolf (Mini Boss)	88
Angelring (Mini Boss)	89
Stem Worm	90
Iron Fist	90
Marc	92
Skel Prisoner	92
Orc Lady	92
Dustiness	93
Wootan Shooter	94
Cruiser	94
Karakasa	95
Baby Leopard	95
Jakk	96
Myst	96
Cat Official	96
Parasite	97
Raydric Archer	97
Zombie Prisoner	97
Dagger Goblin	98
Goblin XMas	98
Matyr	98
Hylozoist	99
Jakk Xmas	100
Marduk	100
Poison Toad	100
Strouf	100
Tri Joint	100
Ancient Firelock	102
Argiope	102
Killer Mantis	102
Stone Shooter	102
Wootan Fighter	102
Zombie Master	102
Ancient Mummy	103
Dokkaebi	103
Giant Whisper	105
Miyabi Ningyo	105
Nereid	105
Whisper	105

Monster	Hit
Sidewinder	106
Alligator	107
Evil Druid	107
Gullinbursti	107
Rotar Zeiro	107
Earth Petit	108
Myst Case	108
Requiem	108
Wild Ginseng	108
Amon Ra	109
Caterpillar	109
Megalith	110
Garm Baby	111
Giant Spider	111
Seal	111
Carat	112
Dullahan	112
Wooden Golem	112
Injustice	113
Leid Olmai	113
Orc Archer	113
Deviace (Mini Boss)	114
Giant Hornet	114
Goblin Streamrider	114
Minorous	114
Blazzer	115
Lude	115
Sageworm	115
Sea Otter	115
Enchanted Soil	116
Hyegun	116
Gajomart	117
High Orc	118
Kapha	118
Merman	118
Skeleton General	118
Raydric	119
Tiger Guised Fiend	119
Creamy Fear	120
Gibbet	120
Live Peach Tree	120
Owl Baron	120
Pest	120
Quve	121
Ancient Worm	122
Bloody Murderer	122
Marionette	123
Solider	125

Monster	Hit
Stalactic Golem	125
Anolian	126
Explosion	127
Mobster	127
Tengu	127
Isis	128
Zenorc	128
Gargoyle	129
Sting	130
Choco	131
Mutant Dragonoid (Mini Boss)	132
Freezer	133
Apocalips	134
Chepet	134
Deviruchi	135
Heater	135
Sleeper	135
Dancing Dragon	136
Majorous	136
Galapago	137
Driller	138
Goblin Leader (Mini Boss)	139
Panzer Goblin (Mini Boss)	139
Spring Rabbit	139
Alarm	140
Bathory	140
Dark Frame	140
Owl Duke	140
Gig	141
Bloody Butterfly	142
Grizzly	142
Permeter	142
The Paper	142
Evil Cloud Hermit	143
Geographer	143
Nightmare	143
Wild Rose	143
Archangeling (Mini Boss)	145
Baphomet Jr.	145
Dryad	145
Grand PecoPeco	145
Alice	146
Am Mut	146
Axe Kobold	146
Disguise	147
Goat	147
Wicked Nymph	147
Khalitzburg	148

Monster	Hit
Dragon Tail	[illegible]
Fake Angel	[illegible]
Clock	[illegible]
Ninetail	[illegible]
Deleter(Earth)	152
Arclous	153
Lava Golem	154
Pasana	154
Rideword	154
Eddga (MVP)	155
PhenDark	155
Brilight	156
Loli Ruri	157
Clock Tower Manager	158
Demon Pungus	159
Golden Bug (MVP)	159
Elder	160
Wind Ghost	160
Cramp	161
Chimera (Mini Boss)	162
Turtle General (MVP)	162
Mini Demon	163
Assulter	165
Hunter Fly	167
Punk	168
Wraith	168
Zealotus (Mini Boss)	168
Drake (MVP)	170
Executioner	170
Cat o' Nine Tail	171
Diabolic	171
Medusa	173
Osiris (MVP)	173
Nightmare Terror	174
Phreeoni (MVP)	174
Shinobi	174
Kobold Leader (Mini Boss)	175
Dark Snake Lord (MVP)	176
Incantation Samurai (MVP)	176
Orc Lord (MVP)	176
Bloody Knight (Mini Boss)	177
Sky Petit	178
Tirfing	178
Doppelganger (MVP)	182
Moonlight Flower (MVP)	186
Gryphon (Mini Boss)	187
Orc Hero (MVP)	188
Ryblo	188

Monster	Hit
Violy (Deadoration only)	188
Abyss Knight	190
Deleter(Sky)	191
Maya Purple	191
Incubus	192
Mimic	192
Wraith Dead	193
Dark Illusion	197
Maya (MVP)	198
Dracula (MVP)	200
Harpy	202
Succubus	202
Pharaoh (MVP)	206
Lord of Death (MVP)	213
Hatii (MVP)	219
Dark Lord (MVP)	220
Joker	220
Stormy Knight (MVP)	230
Baphomet Event (MVP)	240
Mysteltainn	250
Baphomet (MVP)	253
Mistress (MVP)	259
Wanderer	286

Artwork from Gravity

Flee List

Monster	Flee
Black Mushroom	76
Blue Plant	76
Green Plant	76
Red Plant	76
Shining Plant	76
Thief Quest Mushroom	76
White Plant	76
Yellow Plant	76
Pupa	78
PecoPeco Egg	79
Ant Egg	80
Poring	82
Fabre	84
Lunatic	86
Picky	88
Willow	88
Drops	90
Roda Frog	90
Santa Poring	90
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ChonChon	91
Eclipse (Mini Boss)	92
Thief Bug	92
Condor	93
Thief Bug Egg	93
Mastering (Mini Boss)	94
Savage Babe	94
Toad (Mini Boss)	95
Skeleton	97
Rocker	98
Spore	98
Dragon Fly (Mini Boss)	100
Hornet	100
Plankton	100
Kukre	102
Baby Desert Wolf	105
Zombie	105
Ambernite	106
Creamy	107
Deviling	107
Martin	108
Poporing	108
Thief Bug Female	108
Muka	110
Tarou	110

Monster	Flee
Farmiliar	111
PecoPeco	115
Coco	116
Wolf	117
Andre	118
Poison Spore	118
Smokie	119
Bigfoot	120
Golem	120
Pierre	120
Stainer	121
Shellfish	122
Axe Goblin	123
Mandragora	123
Orc Zombie	123
Marin	125
Megalodon	125
Pirate Skeleton	125
Snake	125
Steel Chonchon	125
Yoyo	126
Aster	127
Hydra	129
Mace Goblin	129
Male Thiefbug	130
Vadon	130
Crab	131
Eggyra	131
Thara Frog	131
Argos	132
Elder Willow	133
Orc Skeleton	133
Orc Warrior	133
Anacondaq	134
Cornutus	134
Dustiness	134
Hammer Goblin	134
Raggler	135
Vitata	135
Wormtail	135
Caramel	136
Marine Sphere	136
Cookie	137
Deniro	137
Marina	137

Monster	Flee
Dagger Goblin	[illegible]
Goblin XMas	[illegible]
Savage	138
Zipperbear	139
Sasquatch	139
Horn	140
Magnolia	140
Zerom	140
Rice Cake Boy	143
Flora	144
Soldier Skeleton	144
Mantis	146
Metaller	146
Vocal (Mini Boss)	146
Ghoul	147
Lude	147
Skel Worker	147
Cookie XMas	148
Vagabond Wolf (Mini Boss)	149
Hode	150
Munak	151
Scorpion	151
Verit	151
Hammer Kobold	152
Quve	152
Karakasa	154
Bongun	155
Rotar Zeiro	155
Baby Leopard	156
Desert Wolf	158
Frilldora	158
Marse	158
Beetle	159
Horong	159
Myst Case	161
Angelring (Mini Boss)	163
Axe Kobold	163
Strouf	163
Rail Goblin	165
Ghostring (Mini Boss)	165
Myst	166
Sohee	166
Marc	167
Requiem	167
Sword Fish	167

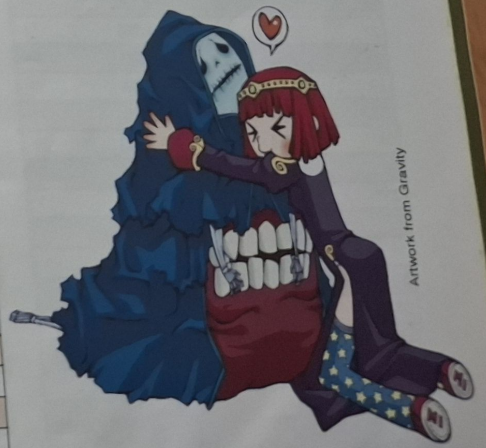
Monster	Flee
Giearth	168
Giant Whisper	169
Sandman	169
Whisper	169
Leaf Cat	170
Matyr	170
Miyabi Ningyo	170
Brilight	171
Argiope	172
Tri Joint	174
Goblin Archer	175
Mummy	175
Orc Lady	175
Dokkaebi	177
Drainliar	177
Disguise	178
Wild Rose	178
Gibbet	179
Minorous	179
Nereid	179
Obeaune	180
Tiger Guised Fiend	180
Chepet	182
Zenorc	182
Choco	183
Punk	183
Wootan Fighter	183
Bathory	184
Deviace (Mini Boss)	184
Antonio	185
Marionette	185
Mutant Dragonoid (Mini Boss)	185
Blazzer	187
Driller	187
Explosion	187
Poison Toad	187
Wild Ginseng	187
Jakk	188
Nightmare	188
Hunter Fly	189
Phen	189
Isis	190
Jakk Xmas	190
Kraben	190
Tamruan	190

Monster	Flee
Hylozoist	192
Marduk	193
Sky Petit	193
Demon Pungus	194
Gig	194
Mace Kobold	194
Stem Worm	194
Enchanted Soil	195
Kapha	195
Pest	195
Archer Skeleton	196
Cramp	196
Raydric	196
Greatest General	197
Injustice	197
Leid Olmai	197
Sageworm	197
Earth Petit	198
Alligator	199
Bloody Murderer	199
Dullahan	199
Geographer	199
Archangeling (Mini Boss)	200
Cruiser	200
Zombie Prisoner	200
Dancing Dragon	201
Evil Druid	201
Fake Angel	201
Mimic	201
Galapago	202
Giant Hornet	202
Parasite	202
The Paper	202
Dragon Tail	203
Dryad	203
Giant Spider	203
Iron Fist	203
Skel Prisoner	203
Grand PecoPeco	204
Hyegun	204
Creamy Fear	205
Pasana	205
Killer Mantis	206
Apocalips	207
Gullinbursti	207

Monster	Flee
Permeter	207
Seal	207
Caterpillar	208
Deviruchi	208
Goblin Leader (Mini Boss)	208
Kobold Archer	208
Arclous	209
High Orc	209
Stone Shooter	209
Spring Rabbit	210
Stalactic Golem	210
Carat	211
Elder	211
Goat	211
Wind Ghost	211
Wooden Golem	211
Deleter(Earth)	212
Mobster	212
Clock Tower Manager	213
Deleter(Sky)	213
Diabolic	213
Gajomart	213
Grizzly	213
Merman	213
Freezer	214
Heater	214
Zombie Master	214
Megalith	215
Ninetail	215
Panzer Goblin (Mini Boss)	215
Khalitzburg	216
Sea Otter	216
Cat Official	217
Kobold Leader (Mini Boss)	217
Sleeper	217
Alarm	218
Baphomet Jr.	218
Tengu	218
Am Mut	219
Harpy	219
Mistress (MVP)	219
Solider	219
Chimera (Mini Boss)	220
Garm Baby	221
Ancient Mummy	222

Monster	Flee
Ancient Worm	[illegible]
Rybio	[illegible]
Wraith	[illegible]
Dark Frame	[illegible]
Drake (MVP)	[illegible]
Golden Bug (MVP)	224
Clock	225
PhenDark	225
Skeleton General	225
Majorous	226
Loli Ruri	227
Executioner	228
Lava Golem	228
Live Peach Tree	229
Owl Baron	229
Owl Duke	229
Eddga (MVP)	230
Joker	230
Nightmare Terror	230
Medusa	231
Mini Demon	232
Sidewinder	233
Wootan Shooter	234
Anolian	235
Alice	237
Amon Ra	237
Cat o' Nine Tail	237
Moonlight Flower (MVP)	237
Maya (MVP)	238
Wicked Nymph	238
Incubus	239
Osiris (MVP)	239
Ancient Firelock	242
Hatii (MVP)	243
Shinobi	244
Dracula (MVP)	245
Assulter	246
Maya Purple	246
Bloody Butterfly	248
Dark Illusion	249
Gargoyle	249
Orc Archer	249
Succubus	249
Violy (Deadbranch only)	251
Rideword	254

Monster	Flee
Orc Hero (MVP)	257
Pharaoh (MVP)	257
Dark Lord (MVP)	259
Orc Lord (MVP)	259
Sting	261
Evil Cloud Hermit	262
Gryphon (Mini Boss)	262
Baphomet Event (MVP)	263
Zealotus (Mini Boss)	263
Wraith Dead	264
Penomena	268
Lord of Death (MVP)	269
Doppelganger (MVP)	272
Raydric Archer	272
Phreeoni (MVP)	274
Baphomet (MVP)	276
Wanderer	276
Turtle General (MVP)	277
Tirfing	278
Bloody Knight (Mini Boss)	282
Stormy Knight (MVP)	287
Abyss Knight	289
Incantation Samurai (MVP)	296
Mysteltainn	310
Dark Snake Lord (MVP)	312



Artwork from Gravity

EXP And Job EXP

Base EXP (Character)

Lv	Normal	Advance Class
2	9	10
3	16	18
4	25	28
5	36	40
6	77	85
7	112	123
8	153	168
9	200	220
10	253	278
11	320	400
12	385	481
13	490	613
14	585	731
15	700	875
16	830	1,038
17	970	1,213
18	1,120	1,400
19	1,260	1,575
20	1,420	1,775
21	1,620	2,268
22	1,860	2,604
23	1,990	2,786
24	2,240	3,136
25	2,504	3,506
26	2,950	4,130
27	3,426	4,796
28	3,934	5,508
29	4,474	6,264
30	6,889	9,645
31	7,995	12,392
32	9,174	14,220
33	10,425	16,159
34	11,748	18,209
35	13,967	21,649
36	15,775	24,451
37	17,678	27,401
38	19,677	30,499
39	21,773	33,748
40	30,543	47,342
41	34,212	58,160
42	38,065	64,711
43	42,102	71,573
44	46,323	78,749
45	53,026	90,144

Lv	Normal	Advance Class
46	58,419	99,312
47	64,041	108,870
48	69,892	118,816
49	75,973	129,154
50	102,468	174,196
51	115,254	213,220
52	128,692	238,080
53	142,784	264,150
54	157,528	291,427
55	178,184	329,640
56	196,300	363,155
57	215,198	398,116
58	234,879	434,526
59	255,341	472,381
60	330,188	610,848
61	365,914	731,828
62	403,224	806,448
63	442,116	884,232
64	482,590	965,180
65	536,948	1,073,896
66	585,191	1,170,382
67	635,278	1,270,556
68	687,211	1,374,422
69	740,988	1,481,976
70	925,400	1,850,800
71	1,473,746	3,389,616
72	1,594,058	3,666,333
73	1,718,928	3,953,534
74	1,848,355	4,251,217
75	1,982,340	4,559,382
76	2,230,113	5,129,260
77	2,386,162	5,488,173
78	2,547,417	5,859,059
79	2,713,878	6,241,919
80	3,206,160	7,374,168
81	3,681,024	9,570,662
82	4,022,472	10,458,427
83	4,377,024	11,380,262
84	4,744,680	12,336,168
85	5,125,440	13,326,144
86	5,767,272	14,994,907
87	6,204,000	16,130,400
88	6,655,464	17,304,206
89	7,121,664	18,516,326

Lv	Normal	
90	7,602,600	[illegible]
91	9,738,720	29,2[illegible]
92	11,649,960	34,9[illegible]
93	13,643,520	40,930,[illegible]
94	18,339,300	55,017,900
95	23,836,800	71,510,400
96	35,658,000	106,974,000
97	48,687,000	146,061,000
98	58,135,000	174,405,000
99	99,999,999	299,999,997

Job EXP (Novice)

Lv	Normal	Heritage
2	10	11
3	20	22
4	28	31
5	40	44
6	91	100
7	151	166
8	205	226
9	268	295
10	340	374

Job EXP (1st Class)

Lv	Normal	Heritage
2	30	60
3	43	86
4	58	116
5	76	152
6	116	232
7	180	360
8	220	440
9	272	544
10	336	672
11	520	1,040
12	604	1,208
13	699	1,398
14	802	1,604
15	948	1,896

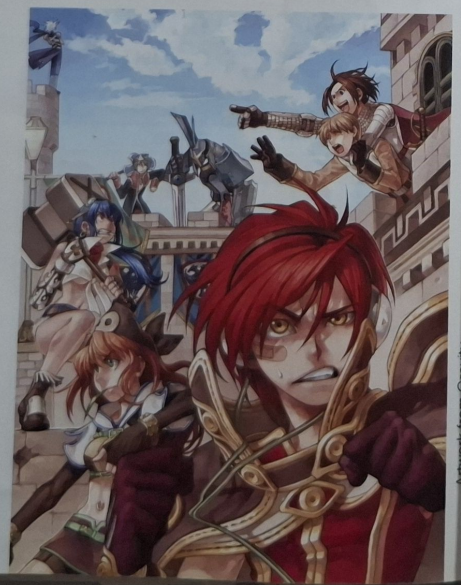
Lv	Normal	Heritage
16	1,125	2,250
17	1,668	3,336
18	1,937	3,874
19	2,226	4,452
20	3,040	6,080
21	3,988	7,976
22	5,564	11,128
23	6,272	12,544
24	7,021	14,042
25	9,114	18,228
26	11,473	28,683
27	15,290	38,225
28	16,891	42,228
29	18,570	46,425
30	23,229	58,073
31	28,359	70,898
32	36,478	91,195
33	39,716	99,290
34	43,088	107,720
35	52,417	131,043
36	62,495	156,238
37	78,160	195,400
38	84,175	210,438
39	90,404	226,010
40	107,611	269,028
41	125,915	314,788
42	153,941	384,853
43	191,781	479,453
44	204,351	510,878
45	248,352	620,880
46	286,212	715,530
47	386,371	965,928
48	409,795	1,024,488
49	482,092	1,205,230
50	509,596	1,273,990

Artwork from Gravity

Job EXP (2nd Class)

Lv	Normal	Heritage
2	144	288
3	184	368
4	284	568
5	348	696
6	603	1,206
7	887	1,774
8	1,096	2,192
9	1,598	3,196
10	2,540	5,080
11	3,676	7,352
12	4,290	8,580
13	4,946	9,892
14	6,679	13,358
15	9,492	18,984
16	12,770	31,925
17	14,344	35,860
18	16,005	40,013
19	20,642	51,605
20	27,434	68,585
21	35,108	87,770
22	38,577	96,443
23	42,206	105,515
24	52,708	131,770
25	66,971	167,428
26	82,688	206,720
27	89,544	223,860
28	96,669	241,673
29	117,821	294,553
30	144,921	362,303
31	174,201	479,053
32	186,677	513,362
33	199,584	548,856
34	238,617	656,197
35	286,366	787,507
36	337,147	927,154
37	358,435	985,696
38	380,376	1,046,034
39	447,685	1,231,134
40	526,989	1,449,220
41	610,246	1,678,177
42	644,736	1,773,024
43	793,535	2,380,605
44	921,810	2,765,430
45	1,106,758	3,320,274

Lv	Normal	Heritage
46	1,260,955	3,782,865
47	1,487,304	4,461,912
48	1,557,657	4,672,971
49	1,990,632	5,971,896
50	2,083,386	6,250,158
51	-	6,875,174
52	-	7,562,652
53	-	8,318,960
54	-	9,150,856
55	-	10,065,942
56	-	11,877,812
57	-	14,015,818
58	-	16,538,655
59	-	19,515,624
60	-	23,028,437
61	-	28,094,693
62	-	34,275,525
63	-	41,816,141
64	-	51,015,692
65	-	62,239,144
66	-	79,666,104
67	-	101,672,614
68	-	130,524,946
69	-	167,071,930
70	-	213,852,071



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Level 1 Element Monster

Monster \ Weapon	Level 1	Normal	Water	Earth	Fire	Wind	Poison	Holy	Dark	Ghost	Undead
	Normal	100	100	100	100	100	100	100	100	25	100
	Water	100	25	100	50	175	100	100	100	100	100
	Earth	100	100	100	150	50	125	100	100	100	100
	Fire	100	150	50	25	100	125	100	100	100	100
	Wind	100	50	150	100	25	125	100	100	100	100
	Poison	100	100	100	100	100	0	100	50	100	50
	Holy	100	75	75	75	75	75	0	125	75	150
	Dark	100	100	100	100	100	50	125	0	75	0
	Ghost	25	100	100	100	100	100	100	100	125	100
	Undead	100	100	100	125	100	-25	150	-25	100	0

Level 2 Element Monster

Monster \ Weapon	Level 2	Normal	Water	Earth	Fire	Wind	Poison	Holy	Dark	Ghost	Undead
	Normal	100	100	100	100	100	100	100	100	0	100
	Water	100	0	100	25	175	75	100	100	75	75
	Earth	100	100	50	175	50	125	100	100	75	75
	Fire	100	175	25	0	100	125	100	100	75	75
	Wind	100	25	175	100	25	125	100	100	75	75
	Poison	100	100	100	100	100	0	100	25	75	25
	Holy	100	50	50	50	50	50	-25	150	50	175
	Dark	100	75	75	75	75	25	150	-25	50	0
	Ghost	25	100	100	100	100	75	100	100	150	100
	Undead	100	100	100	150	100	-50	175	-50	125	0

Level 3 Element Monster

Monster \ Weapon	Level 3	Normal	Water	Earth	Fire	Wind	Poison	Holy	Dark	Ghost	Undead
	Normal	100	100	100	100	100	100	100	100	0	100
	Water	100	-25	100	0	200	50	100	100	50	50
	Earth	100	100	0	200	50	100	100	100	50	50
	Fire	100	200	0	-25	100	100	100	100	50	50
	Wind	100	0	200	100	-25	100	100	100	50	50
	Poison	100	100	100	100	100	0	125	0	50	0
	Holy	100	25	25	25	25	25	-50	175	25	200
	Dark	100	50	50	50	50	0	175	-50	25	0
	Ghost	0	100	100	100	100	50	100	100	175	100
	Undead	100	125	100	175	100	-75	200	-75	150	0

Level 4 Element Monster

		Weapon									
	Level 4	Normal	Water	Earth	Fire	Wind	Poison	Holy	Dark	Ghost	Undead
Monster	Normal	100	100	100	100	100	100	100	100	0	100
	Water	100	-50	100	0	200	25	75	75	25	25
	Earth	100	100	-25	200	0	75	75	75	25	25
	Fire	100	200	0	-50	100	75	75	75	25	25
	Wind	100	0	200	100	-50	75	75	75	25	25
	Poison	100	75	75	75	75	0	125	-25	25	-25
	Holy	100	0	0	0	0	0	-100	200	0	200
	Dark	100	25	25	25	25	-25	200	-100	0	0
	Ghost	0	100	100	100	100	0	100	100	200	100
	Undead	100	150	50	150	100	-100	200	-100	175	0

Alchemist Pharmacy Recipes

Red Potion	Ingredients
	Potion Creation Manual
	Medicine Bowl
	Red Herb
	Empty Potion Bottle

Yellow Potion	Ingredients
	Potion Creation Manual
	Medicine Bowl
	Yellow Herb
	Empty Potion Bottle

White Potion	Ingredients
	Potion Creation Manual
	Medicine Bowl
	White Herb
	Empty Potion Bottle

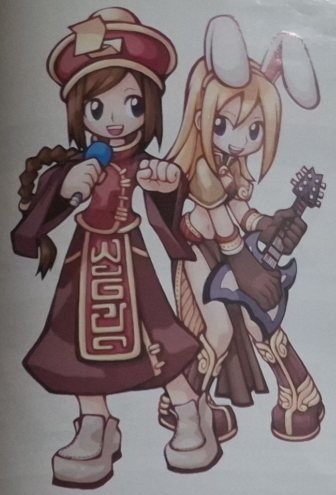
Blue Potion	Ingredients
	Potion Creation Manual
	Medicine Bowl
	Blue Herb
	Empty Potion Bottle
	Scell

Red Slim Potion	Ingredients
	Slim Potion Creation
	Medicine Bowl
	Red Potion
	Empty Test Tube
	1x Cactus Needle

Yellow Slim Potion	Ingredients
	Slim Potion Creation
	Medicine Bowl
	Yellow Potion
	Empty Test Tube
	1x Mole Whiskers

White Slim Potion	Ingredients
	Slim Potion Creation
	Medicine Bowl
	White Potion
	Empty Test Tube
	1x Witched Starsand

Plant Bottle	Ingredients
	Plant Bottle Creation
	Medicine Bowl
	Empty Bottle
	2x Maneater Blossom



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Flaming Bottle	Ingredients
	Flaming Bottle Creation
	Empty Bottle
	Alcohol
	Medicine Bowl
	Fabric

Acid Bottle	Ingredients
	Acid Bottle Creation
	Empty Bottle
	Medicine Bowl
	Immortal Heart

Mine Bottle	Ingredients
	Mine Bottle Creation
	Medicine Bowl
	Empty Bottle
	Detonator
	Vein

Aloe Vera	Ingredients
	Potion Creation Manual
	Medicine Bowl
	Empty Bottle
	Aloe
	Honey

Alcohol	Ingredients
	Alcohol Creation Manual
	Medicine Bowl
	Empty Test Tube
	Empty Bottle
	5x Poison Spores
	5x Stem

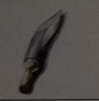
Coating Wax	Ingredients
	Coating Wax Creation
	Medicine Bowl
	Alcohol
	Heart of Mermaid
	Zenorc Fang

Anodyne	Ingredients
	Potion Creation Manual
	Medicine Bowl
	Empty Bottle
	Ment
	Alcohol

Blacksmith Forging Recipe

Knives

Knife



Level	1
Items	1 Iron, 10 Jellopy
ATK	17
Hammer	Iron Hammer

Cutter

Level	1
Items	25 Iron
ATK	30
Hammer	Iron Hammer

Main-gauche

Level	1
Items	50 Iron
ATK	43
Hammer	Iron Hammer

Dirk

Level	2
Items	17 Steel
ATK	59
Hammer	Golden Hammer

Dagger

Level	2
Items	30 Steel
ATK	73
Hammer	Golden Hammer

Stiletto

Level	2
Items	40 Steel
ATK	87
Hammer	Golden Hammer

Gladius

Level	3
Items	40 Steel, 4 Oridecon, 1 Sapphire
ATK	105
Hammer	Oridecon Hammer

Damascus

Level	3
Items	60 Steel, Oridecon, 1
ATK	118
Hammer	Oridecon Hammer

One-Handed Swords

Sword

Level	1
Items	2 Iron
ATK	25
Hammer	Iron Hammer

Falchion

Level	1
Items	30 Iron
ATK	39
Hammer	Iron Hammer

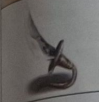
Blade

Level	1
Items	45 Iron, 25 Tooth of Bat
ATK	53
Hammer	Iron Hammer

Rapier

Level	2
Items	20 Steel
ATK	70
Hammer	Golden Hammer

Scimitar

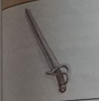


Level	2
Items	35 Steel
ATK	85
Hammer	Golden Hammer

Ring Pommel Saber

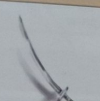
Level	2
Items	40 Steel, 50 Wolf Claw
ATK	100
Hammer	Golden Hammer

Saber



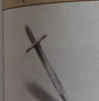
Level	3
Items	5 Steel, 8 Oridecon, 1
ATK	115
Hammer	Oridecon Hammer

Tsurugi



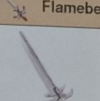
Level	3
Items	15 Steel, 8 Oridecon, 1 Garnet
ATK	70
Hammer	Golden Hammer

Haedonggum



Level	3
Items	10 Steel, 8 Oridecon, 1 Topaz
ATK	120
Hammer	Oridecon Hammer

Flameberg



Level	3
Items	16 Oridecon, 1 Ruby
ATK	150
Hammer	Oridecon Hammer

Two-Handed Swords

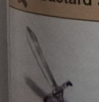
Katana

Level	1
Items	35 Iron, 15 Horrendous Mouth
ATK	60
Hammer	Iron Hammer

Slayer

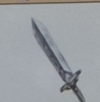
Level	2
Items	25 Steel. 20 Decayed
ATK	90
Hammer	Golden Hammer

Bastard Sword



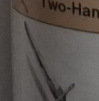
Level	2
Items	45 Steel
ATK	115
Hammer	Golden Hammer

Broad Sword



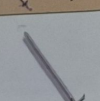
Level	3
Items	20 Steel, 12 Oridecon
ATK	140
Hammer	Oridecon Hammer

Two-Handed



Level	3
Items	10 Steel, 12 Oridecon
ATK	160
Hammer	Oridecon Hammer

Claymore



Level	3
Items	20 Steel, 16 Oridecon, 1 Cracked Diamond
ATK	180
Hammer	Oridecon Hammer

Axes

Axe

Level	1
Items	10 Iron
ATK	35
Hammer	Iron Hammer

Battle Axe

Level	1
Items	110 Iron
ATK	75
Hammer	Iron Hammer

Hammer

Level	2
Items	30 Steel
ATK	110
Hammer	Golden Hammer

Buster

Level	3
Items	20 Steel, 4 Oridecon, 30 Orc Fang
ATK	140
Hammer	Oridecon Hammer

Two-Handed Axe

Level	3
Items	10 Steel, 8 Oridecon, 1 Amethyst
ATK	170
Hammer	Oridecon Hammer

Maces

Club

Level	1
Items	3 Iron
ATK	23
Hammer	Iron Hammer

Mace

Level	1
Items	30 Iron
ATK	37
Hammer	Iron Hammer

Smasher

Level	2
Items	20 Steel
ATK	54
Hammer	Golden Hammer

Flail

Level	2
Items	33 Steel
ATK	69
Hammer	Golden Hammer

Chain

Level	2
Items	45 Steel
ATK	84
Hammer	Golden Hammer

Morning Star

Level	3
Items	85 Steel, 1 2carat
ATK	110
Hammer	Oridecon Hammer

Sword Mace

Level	3
Items	100 Steel, 20 Sharp
ATK	130
Hammer	Oridecon Hammer

Stunner

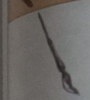
Level	3
Items	120 Steel, 1 Orcish
ATK	140
Hammer	Oridecon Hammer

Spears

Javelin

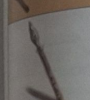
Level	1
Items	3 Iron
ATK	28
Hammer	Iron Hammer

Spear



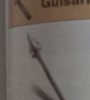
Level	1
Items	35 Iron
ATK	44
Hammer	Iron Hammer

Pike



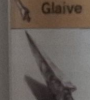
Level	1
Items	70 Iron
ATK	60
Hammer	Iron Hammer

Guisarme



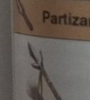
Level	2
Items	25 Steel
ATK	84
Hammer	Golden Hammer

Glaive



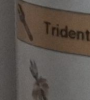
Level	2
Items	40 Steel
ATK	104
Hammer	Golden Hammer

Partizan



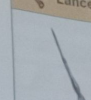
Level	2
Items	55 Steel
ATK	124
Hammer	Golden Hammer

Trident



Level	3
Items	10 Steel, 8 Oridecon, 5 Aquamarine
ATK	150
Hammer	Oridecon Hammer

Lance



Level	3
Items	12 Oridecon, 3 Ruby, 2 Evil Horn
ATK	185
Hammer	Oridecon Hammer

Hallberd

Level	3
Items	10 Steel, 12 Oridecon
ATK	165
Hammer	Oridecon Hammer

Artwork from Gravity

Knuckles

Waghnak

Level	1
Items	160 Iron, 1 Pearl
ATK	30
Hammer	Iron Hammer

Knuckle Duster

Level	2
Items	50 Steel
ATK	50
Hammer	Golden Hammer

Hora

Level	2
Items	65 Steel
ATK	65
Hammer	Golden Hammer

Claw

Level	3
Items	8 Oridecon, 10 Topaz
ATK	86
Hammer	Oridecon Hammer

Finger

Level	3
Items	4 Oridecon, 10 Opal
ATK	97
Hammer	Oridecon Hammer

Fist

Level	3
Items	4 Oridecon, 10 Ruby
ATK	115
Hammer	Oridecon Hammer

Elements and Ores

Flame Heart

Level	1
Items	10 Red Blood, 1 Mini
Element	Fire

Mystic Frozen

Level	2
Items	10 Red Blood, 1 Mini
Element	Water

Great Nature

Level	2
Items	10 Green Live, 1 Mini
Element	Earth

Rough Wind

Level	3
Items	10 Wind of Verdure, 1 Mini Furnace
Element	Wind

Star Crumb

Level	3
Items	10 Star Dust, 1 Mini
Element	-

Iron

Level	3
Items	1 Iron Ore, 1 Mini
Element	-

Steel

Level	3
Items	5 Iron, 1 Coal, 1 Mini
Element	-

Arrow Crafting

Items	Arrow Created
Jellopy	4 Arrow
Tree Root	7 Arrow
Fine-grained Trunk	20 Arrow
Solid Trunk	20 Arrow
Barren Trunk	20 Arrow
Trunk	40 Arrow
Cactus Needle	50 Arrow
Porcupine Quill	70 Arrow + 1 Stone Arrow
Needle of Alarm	100 Arrow + 5 Sleep Arrow
Wooden Mail	700 Arrow + 500 Iron Arrow

Items	Arrow Created - Steel Arrow
Scell	8 Steel Arrow
Orc Claw	10 Steel Arrow
Ancient Tooth	20 Steel Arrow +10 Crystal Arrow
Ogre Tooth	30 Steel Arrow + 5 Rusty Arrow
Manacles	50 Steel Arrow
Steel	100 Steel Arrow
Matyrs Leash	100 Steel Arrow + 50 Arrow of Wind + 10 Sharp Arrow
Rough Elunium	200 Steel Arrow + 5 Stun Arrow
Welding Mask	200 Steel Arrow + 40 Stun Arrow
Phantom of Opera	200 Steel Arrow + 40 Silence Arrow
Tail of Steel Scorpion	250 Steel Arrow + 1 Poison Arrow

Items	Arrow Created - Iron Arrow
Empty Bottle	2 Iron Arrow
Garlet	12 Iron Arrow
Wolf Claw	15 Iron Arrow
Orc's Fang	30 Iron Arrow + 5 Steel Arrow + 1 Stone Arrow
Horn	35 Iron Arrow
Dokkaebi Horn	40 Iron Arrow + 2 Arrow of Shadow
Iron Ore	50 Iron Arrow
Pharcon	50 Iron Arrow
Dragon Canine	50 Iron Arrow + 1 Oridecon Arrow
Little Evil Horn	50 Iron Arrow + 2 Curse Arrow
Mole Claw	50 Iron Arrow + 2 Stone Arrow
Lantern	80 Iron Arrow
Gill	80 Iron Arrow + 5 Crystal Arrow
Iron	100 Iron Arrow
Reins	100 Iron Arrow + 50 Steel Arrow

Items	Arrow Created - Oridecon Arrow
Dragon Canine	1 Oridecon Arrow + 50 Iron Arrow
Key of Clocktower	50 Oridecon Arrow
Rough Oridecon	50 Oridecon Arrow
Gold	50 Oridecon Arrow + 50 Flash Arrow
Oridecon	250 Oridecon Arrow

Items	Arrow Created - Crystal Arrow
Blue Gem	10 Crystal Arrow + 1 Freeze Arrow
Crystal Blue	50 Crystal Arrow
Haiti Fang	100 Crystal Arrow

Items	Arrow Created - Arrow of Wind
Wind Of Verdure	50 Arrow of Wind

Items	Arrow Created - Fire Arrow
Red Blood	200 Fire Arrow
Flameheart	600 Fire Arrow + 5 Silence Arrow

Items	Arrow Created - Stone Arrow
Yellow Gem	10 Stone Arrow + 1 Sleep Arrow
Green Live	50 Stone Arrow

Items	Arrow Created - Silver Arrow
Zargon	50 Silver Arrow
Silver Robe	700 Silver Arrow
Snow Horn	1000 Silver Arrow
Silver Robe [1]	1000 Silver Arrow + 10 Shapeless Arrow

Items	Arrow Created - Arrow of Shadow
Tooth of Bat	1 Arrow of Shadow
Decayed Nail	1 Arrow of Shadow + 1 Rusty Arrow
Dokkaebi Horn	2 Arrow of Shadow + 40 Iron Arrow
Horrendous Mouth	5 Arrow of Shadow
Coal	8 Arrow of Shadow
Evil Horn	20 Arrow of Shadow + 10 Flash Arrow + 5 Stun Arrow
Key of Underground	100 Arrow of Shadow

Items	Arrow Created - Poison Arrow
Venom Canine	1 Poison Arrow
Stinky Scale	1 Poison Arrow

Items	Arrow Created - Curse Arrow
Amulet	40 Curse Arrow
Cursed Ruby	50 Curse Arrow + 10 Sleep Arrow

Items	Arrow Created - Sharp Arrow
Mantis Scythe	1 Sharp Arrow
Fang	2 Sharp Arrow + 40 Silver
Cracked	50 Sharp Arrow
Mr. Scream	200 Sharp Arrow + 300 Steel
Blade lost in darkness	600 Sharp Arrow + 200 Shadow Arrow
Bloody Edge	600 Sharp Arrow + 200 Curse Arrow

Items	Arrow Created - Rusty Arrow
Bee Sting	1 Rusty Arrow
Decayed Nail	1 Rusty Arrow + 1 Arrow of Shadow
Scorpion Tail	3 Rusty Arrow
Zenorc's Fang	5 Rusty Arrow

Items	Arrow Created - Mute Arrow
Dead Branch	40 Mute Arrow

Items	Arrow Created - Flash Arrow
Stardust	10 Flash Arrow
Star Crumb	30 Flash Arrow
Gold	50 Flash Arrow + 50 Oridecon Arrow
Foolishness of the Blind	200 Flash Arrow

Items	Arrow Created - Sleep Arrow
Cursed Ruby	10 Sleep Arrow + 50 Curse Arrow

Items	Arrow Created - Shapeless Arrow

Items	Arrow Created - Stun Arrow
Stiff Horn	2 Stun Arrow

Emoticons and Basic Commands

Emoticons

Icon	Shortcut	Description
	/!	Exclamation mark
	/?	Question mark
	/ho	Singing or whistling
	/lv	A beating heart
	/lv2	Burst out heart
	/swt	A Sweatdrop
	/ic	I see or I have an idea
	/an	Anger with a pulsating vein
	/ag	Sign of Aggression
	/$	Dollar symbol
	/...	Sign of Silence or nothing to say
Thank you	/thx	Thank you sign
	/wah	Sign of Distressed face
Sorry	/sry	Sorry sign
	/heh	Sign of Laughing face
	/swt2	Sweat sign
	/hmm	Sign of thinking or I have no idea
	/no1	Thumb Up sign
	/??	A yes or no sign (often used to signal "no")
	/omg	From the term Oh My Gosh!
	/oh	A correct Sign
	/x	An incorrect sign
Help	/hp	A signal for Help

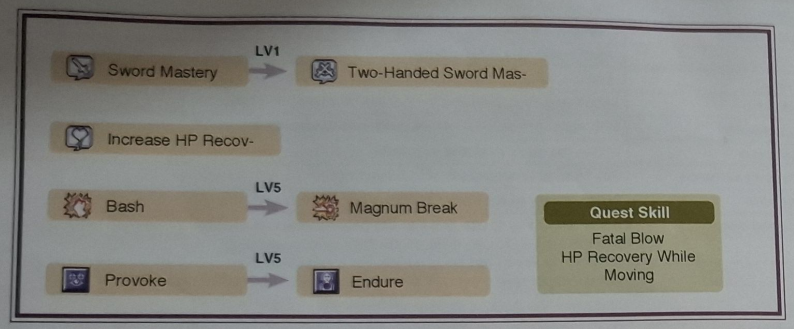
Icon	Shortcut	Description
	/go	A Go signal
	/sob	A crying face T_T
	/gg	A devious face
	/kis	A sign of kissing someone
	/kis2	Another sign of to kiss soemone
	/pif	A sign of getting pissed or snort
	/ok	An okay or yes signal
	/gawi or ctrl + -	A peace sign or scissor sign
	ctrl + =	A rock sign
	ctrl + \	A paper sign
	/e1 or /stare	Angry face or Staring face
	/e2 or /hungry	Hungry face or drooling face
	/e3 or /cool	Two hearts icon
	/e4 or /tongue	Emoticon showing its tongue
	/e5 or /shy	Blushing face or shy face
	/e6 or / goodboy	
SP	/e7 or /sptime	Sign of Sp regeneration
	/e8 or /sexy	A rather looney-looking, drooling face
	/e9 or /comeon	A signal for calling someone to come over
	/e10 or /sleepy	A yawning face
	/e11 or /congrats	A Congratulation icon
HP	/e12 or /hptime	Sign of Hp regeneration

Basic Commands

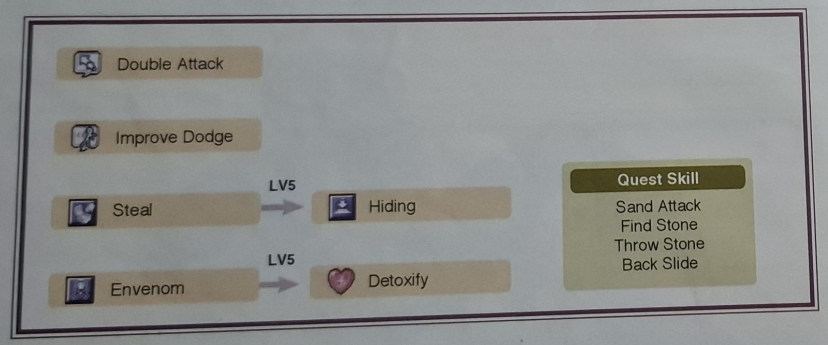
Shortcut key	Description
/tip	Opens "Tip of the Day"
/h or /help	Shows the command list
/w or /who	Shows the number of current players connected
/music	Turns BGM On or Off
/sound	Turns Sound Effects On or Off
/effect	Turns Effects On or Off
/where	Shows your present location with map coordinates
/skip	Turns Frame Skip On or Off
/v(0~127)	Controls the Volume of the Sound Effects
/bv(0~127)	Controls the Volume of the BGM
/ex <Character Name>	Blocks whispering from a character
/ex	To view a list of characters you have blocked
/in <Character Name>	Allows whispering from a character
/inall	Allows whispers from anyone
/exall	Blocks whispering from anyone
/organize <Party Name>	To organize a party (without < >)
/sit	Makes you sit down. Otherwise will make you stand.
/stand	Makes you stand. Otherwise will make you sit.
/chat	Creates a chat room
/q	Leave a Chat Room
/leave	Leaves a Party
/expel <Character	Kicks a character out of your party (without < >)
F12	Brings up a Hotkey Window which allows you to drag and drop items, Equipments, and/or Skills for quick access. If you are the party master, you can invite someone into your party by right-clicking on the character.
[Alt] + [End]	Turns HP/SP Bar On or Off
[Alt] + [Home]	Turns Ground Cursor On or Off
[Insert]	Makes you sit or stand. (Hotkey of /sit or /stand)
[Alt] + [=]	Fix the interval error between letters.
[F10]	To arrange Chat Window / [Alt] + [F10]: Turn Chat Window On or Off
How to Whisper	Enter a Character's Name on the left side of the message box and type a message on the right side. Tab key helps you move between these boxes.
/!, /hp, /go, /sob, /gg, /kis, /kis2, /pif, /ok	Emoticons corresponding to Alt + (1~9) Ctrl + (-=\\)
How to Speak to Party	Add "%" in front of every message or press [CTRL] + [ENTER] after typing your
How to Take Screen	Press [Print Screen] or [Scroll Lock]
/memo	Memorize a place as a Warp Point (Requires the skill, Warp)
/snap	Turns snap On or Off for fights.
/skillsnap	Turn snap On or Off for skills.
/itemsnap	Turns snap On or Off for items on the grounds.
/savechat	To Save Chat Log (important when reporting stuffs)
/camera	Camera Zooming On or Off.
/miss	Display "Miss" On or Off
How to open whispering	Pres [Alt] + [H]
/fog	You can turn on and off FOG effect On Off
/notalkmsg	Do not show chatting on the chat screen On Off
/bingbing	keep trying this command to turn your character around ^^;;
/bingbang	keep trying this command to turn your character around ^^;;
Shortcut key	Description
/aura	You can turn on and off AURA effect On or Off
/shownname	Change the display option of character name
/q3	/quickspell3 ~ /quickspell2 (/q2)
/set1	/noctrl + /shownname + /skillfail
/doridori	keep trying this command to shake your character's head ^^;;
/quickspell	With right click on your mouse, you can use saved skill in F9
/emotion	shows the list of available emotions
/hi or /hi sentence	Say Hi to all characters in your friends list
/notrade	Automatically reject trade On Off
/battlemode	press Q ~ O key to use skills on the second shortcut window press A ~ L key to use skills on the third shortcut window press Z ~ > key to use skills on the first shortcut window you can input chat message after pressing Enter/Space key once
/window	This gives the docking abilit to windows. On or Off
/skillfail	Do not show red skillfail message on chat screen
/noshift	You mau use your 'force heal' ability without shift key. ON/OFF
/quickspell2	Enable to use saved skills in F7 and F8 by scrolling the wheel mouse Running the programs while you play may slow the game

Skill Tree - 1st Job / Basic Class

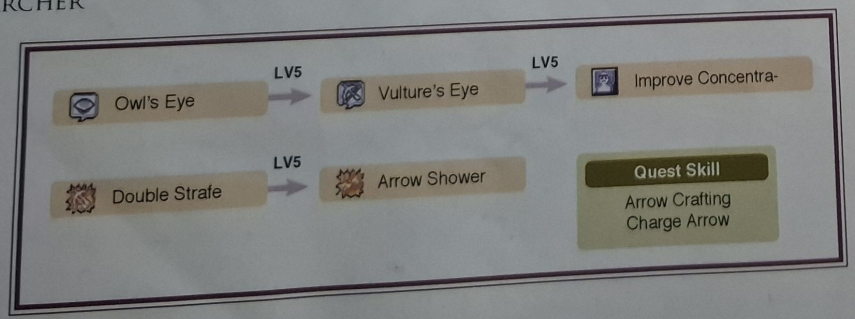
Swordsman



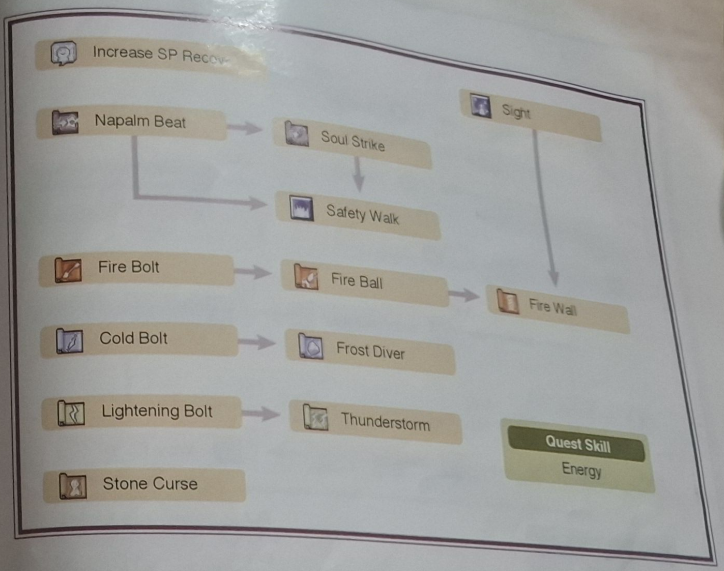
Thief



Archer

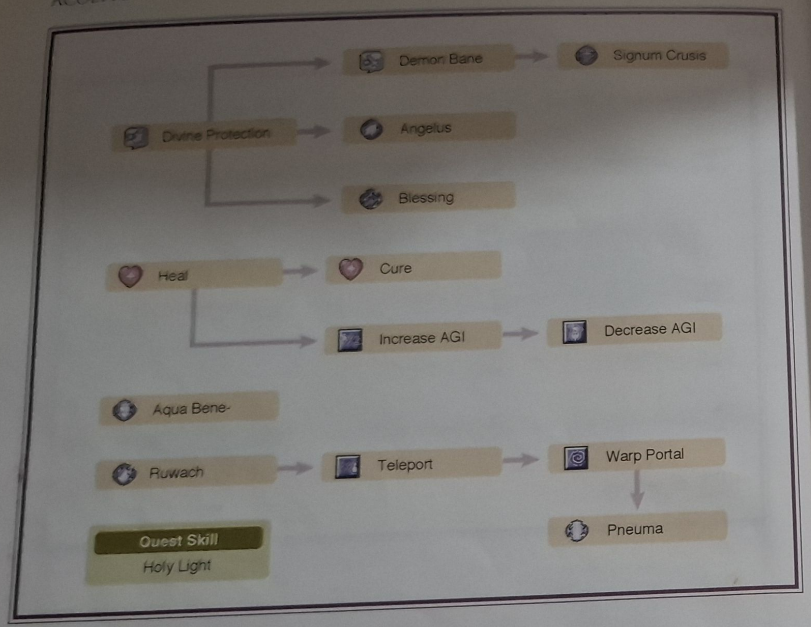


Mage

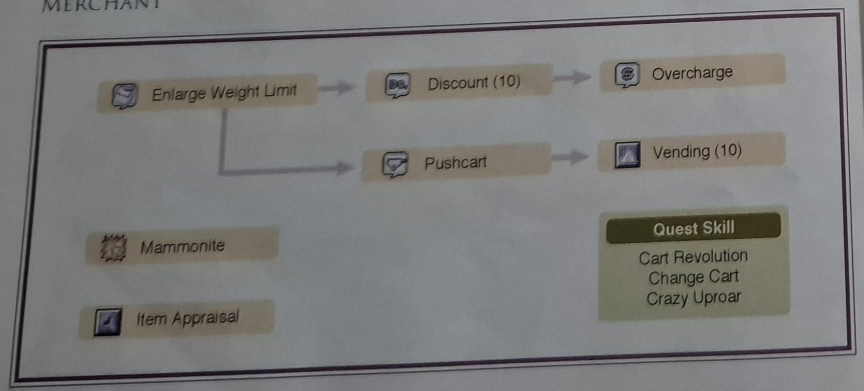


Artwork from Gravity

ACOLYTE

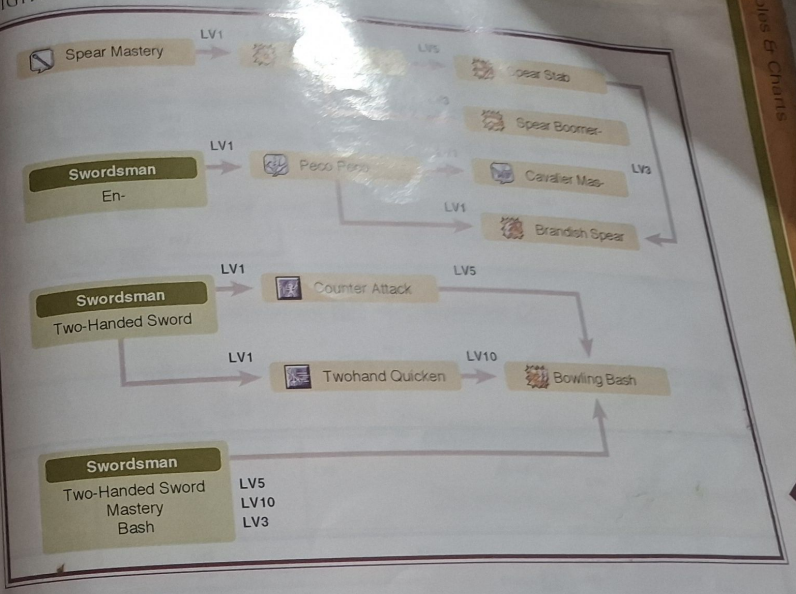


MERCHANT

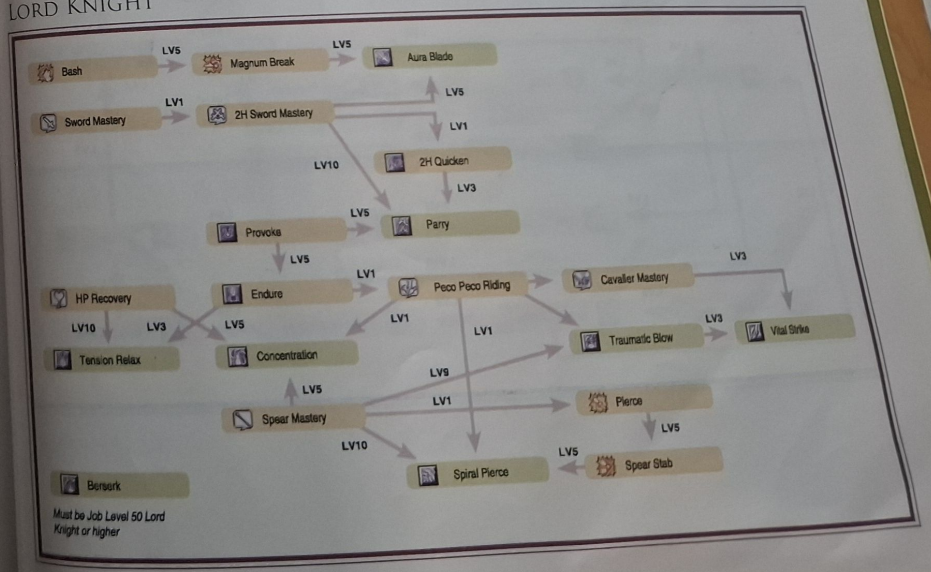


SKILL TREE - ADVANCED JOBS (3RD & TRANSCENDENT)

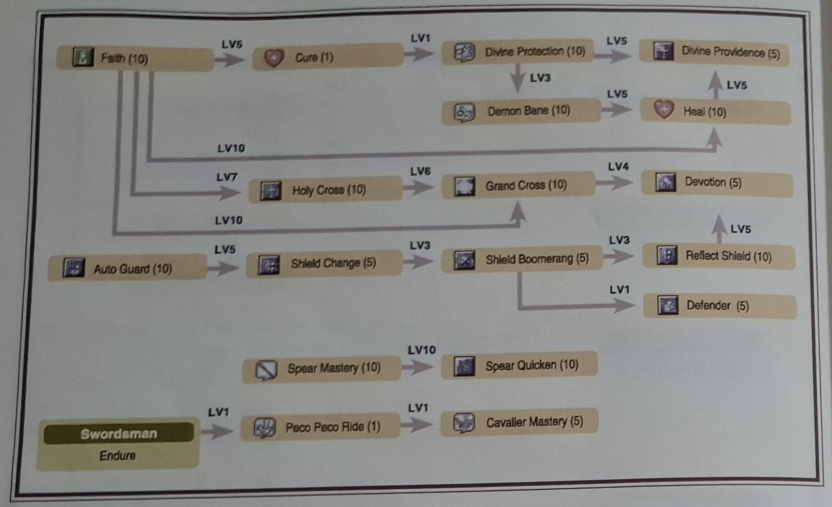
KNIGHT



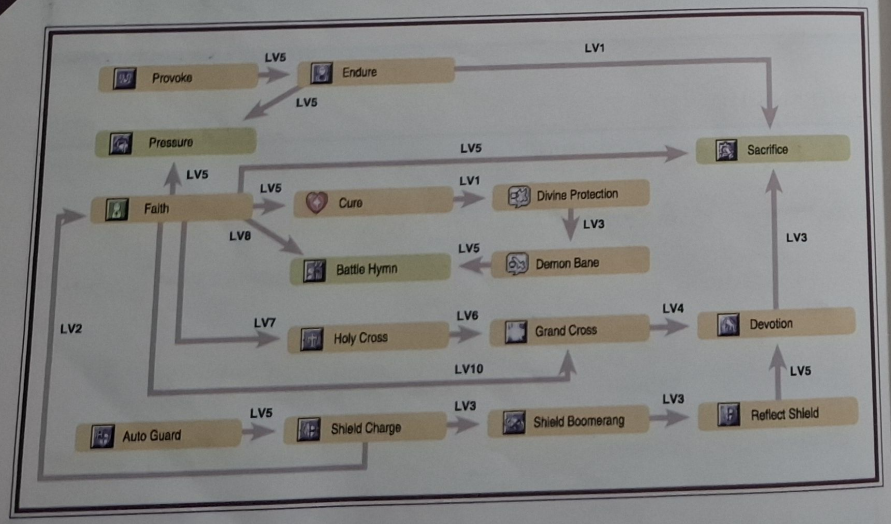
LORD KNIGHT



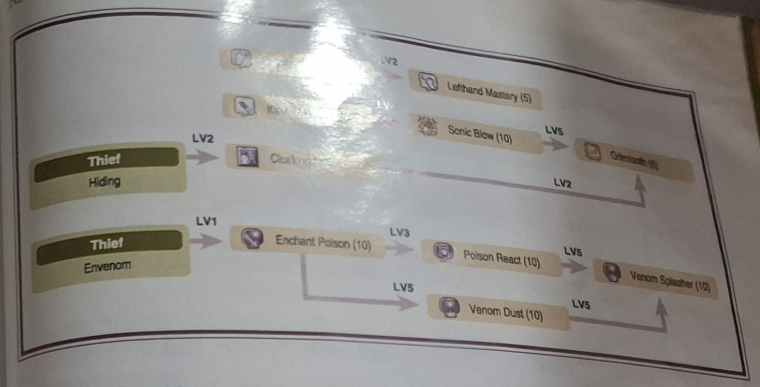
Crusader



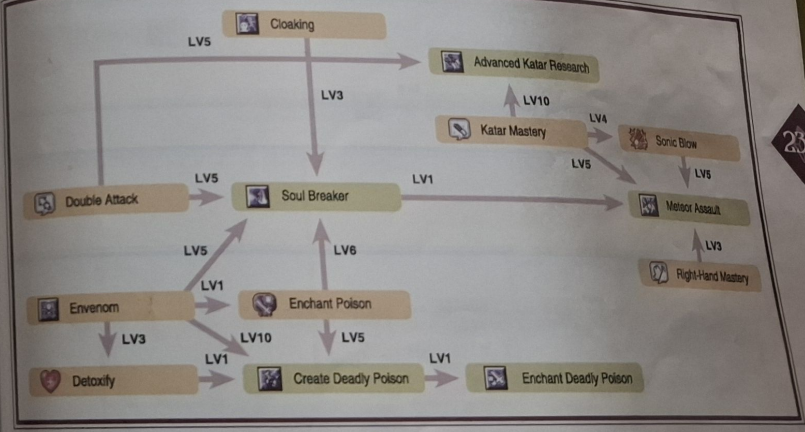
Paladin



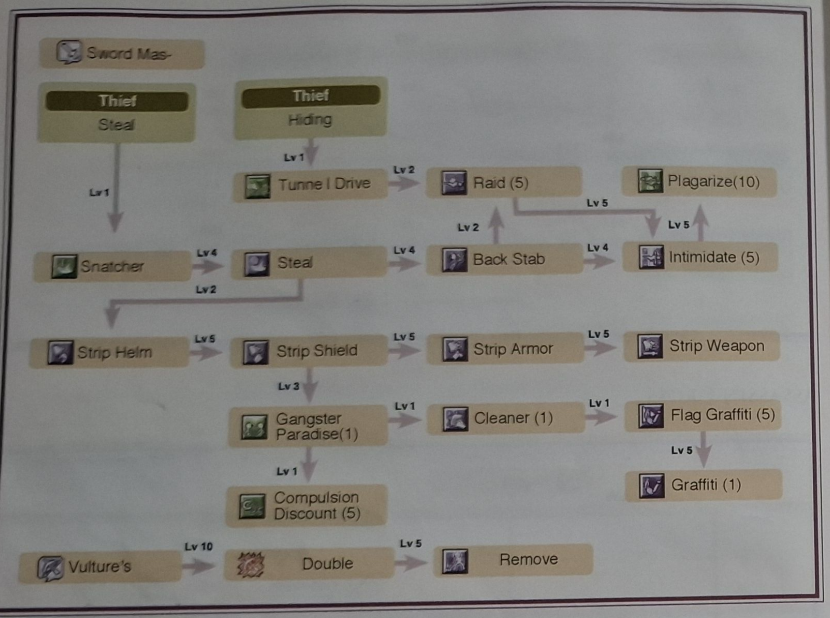
Assassin



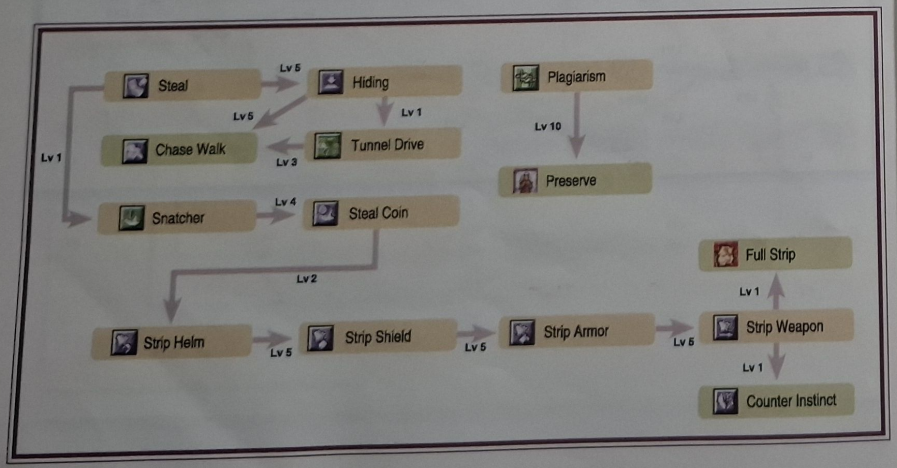
Assassin Cross



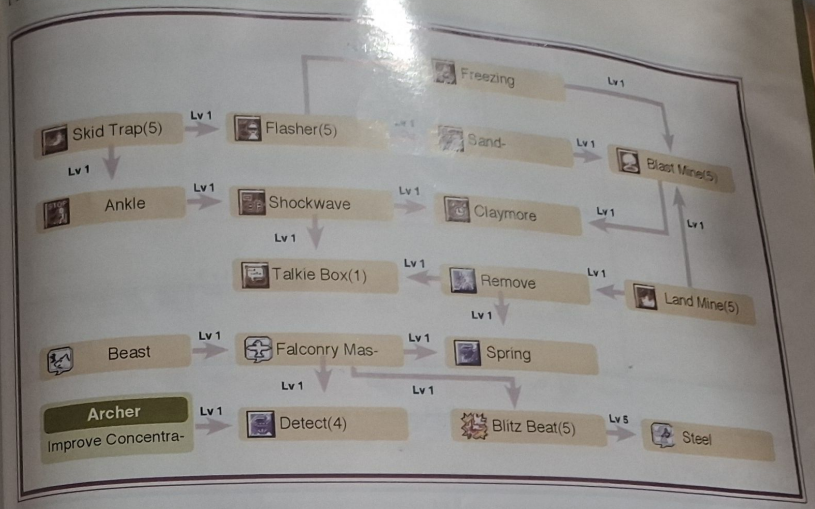
ROGUE



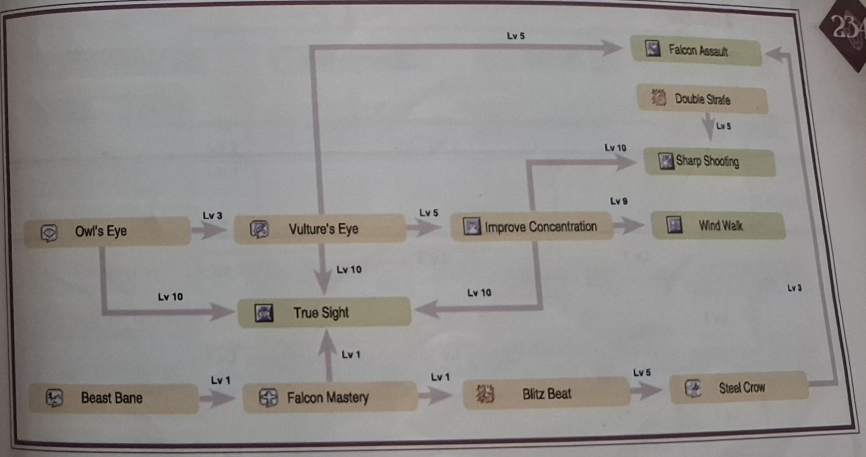
STALKER



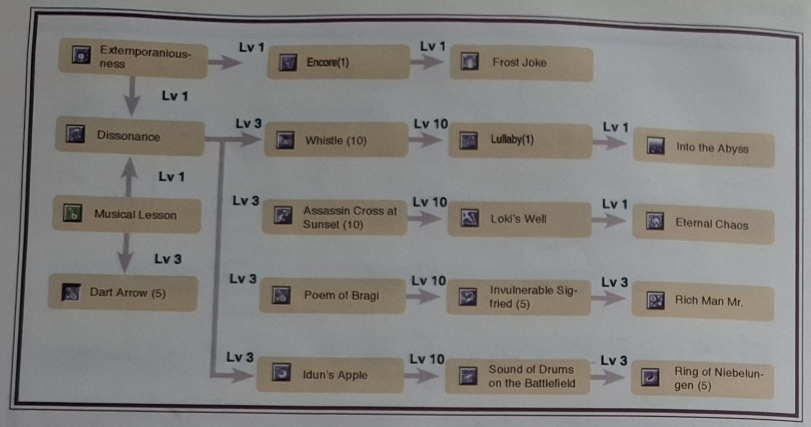
HUNTER



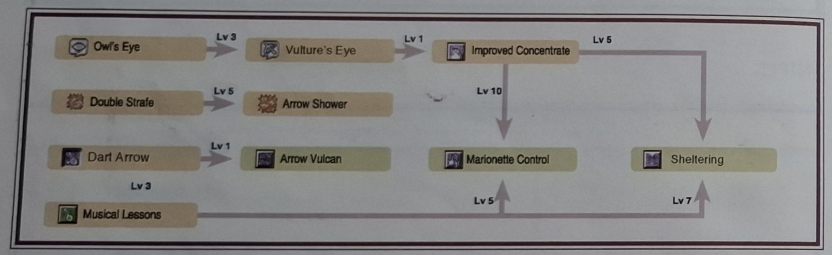
SNIPER



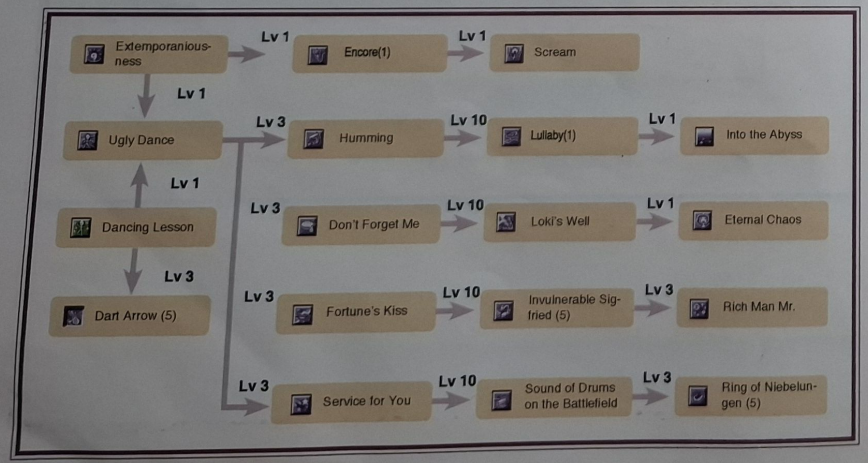
Bard



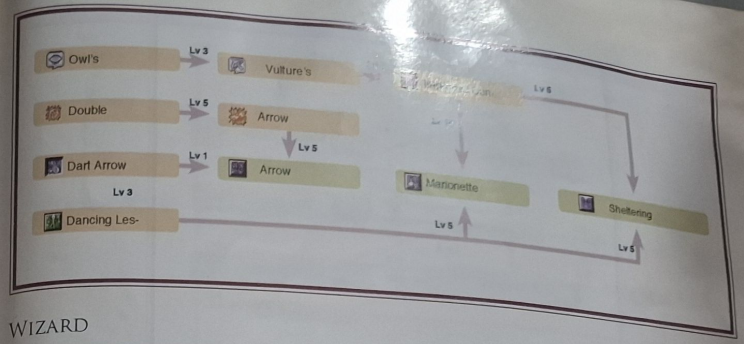
Clown/Minstrel



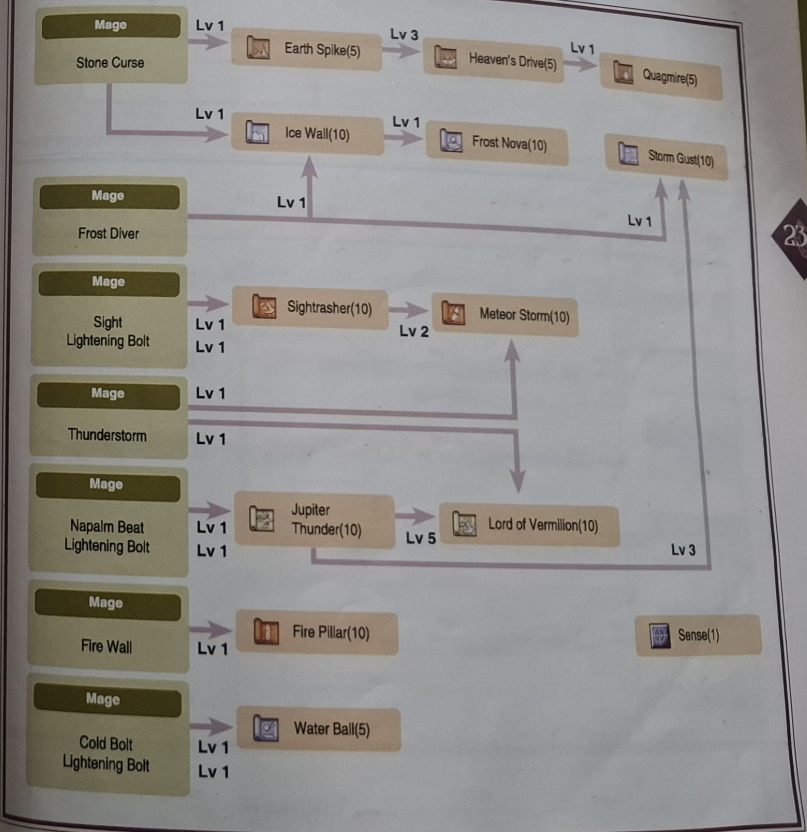
Dancer



Gypsy



Wizard



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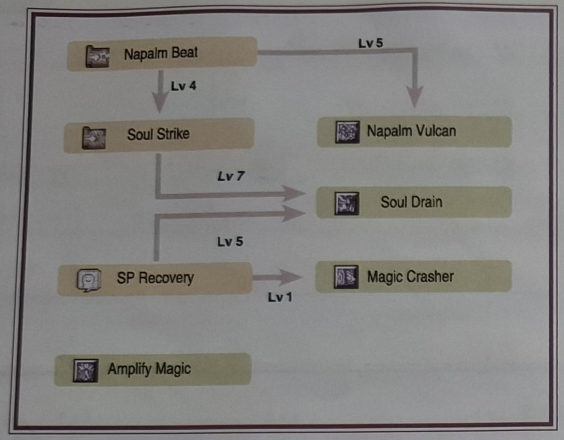

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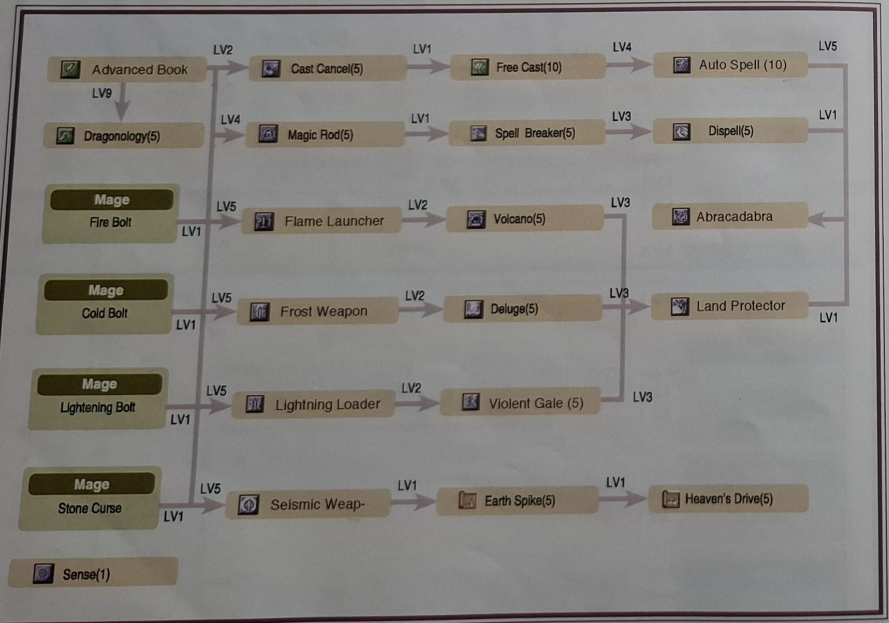

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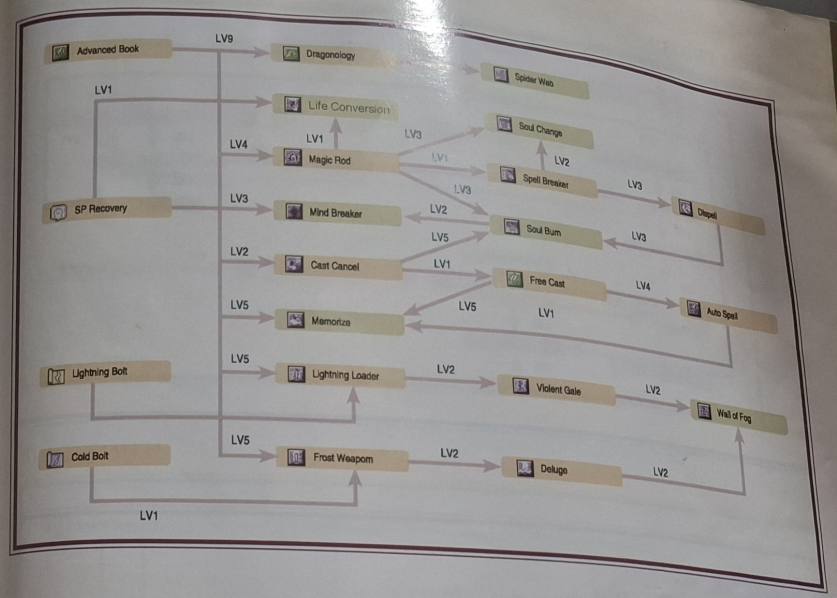

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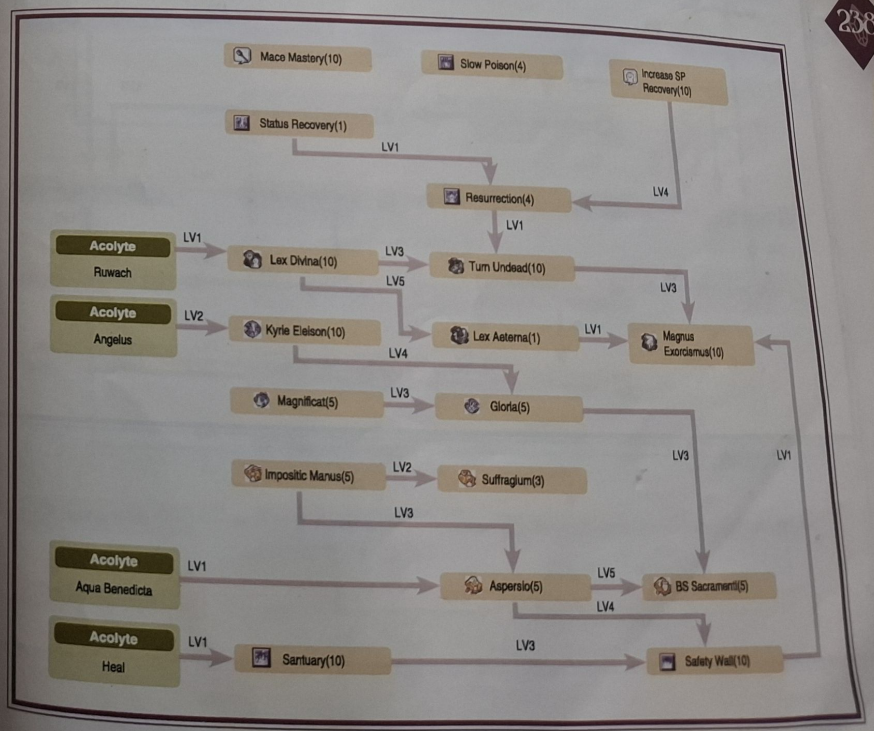

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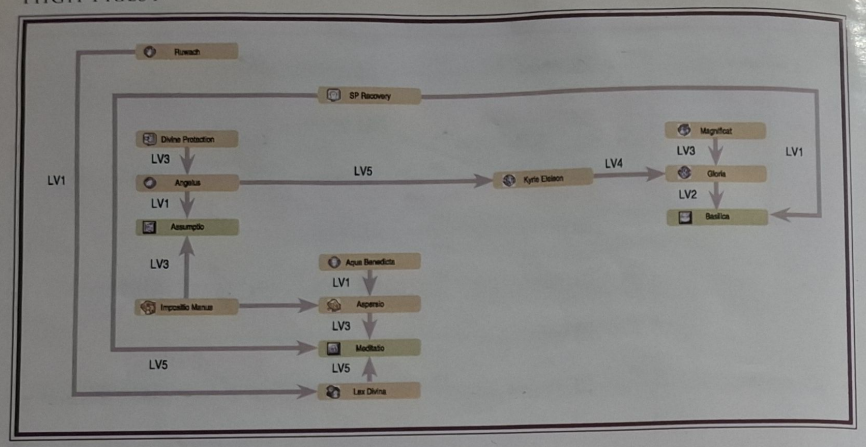

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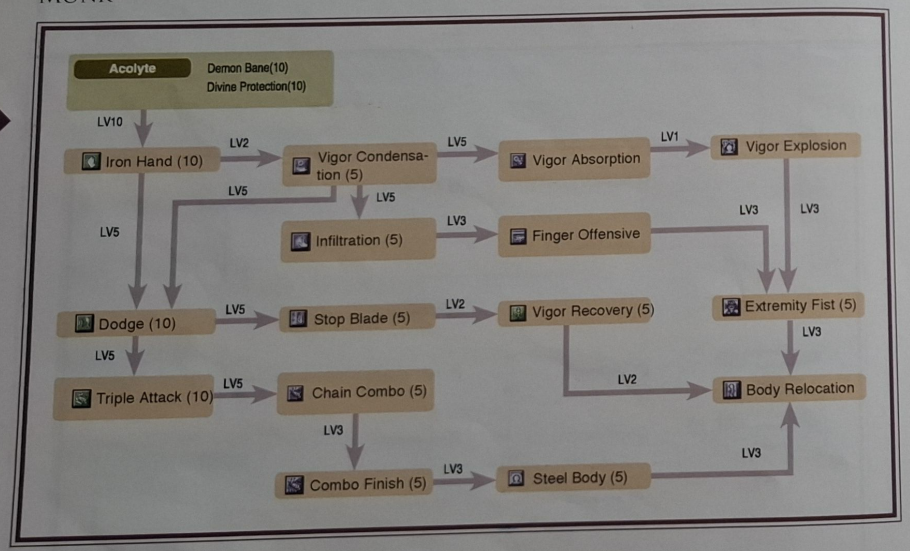

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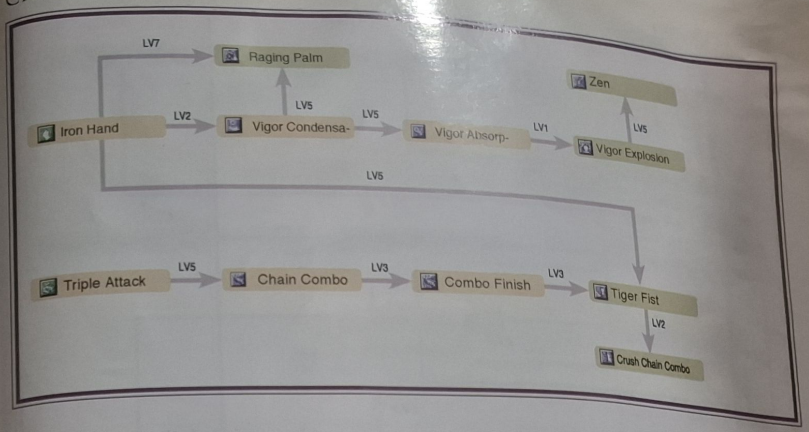

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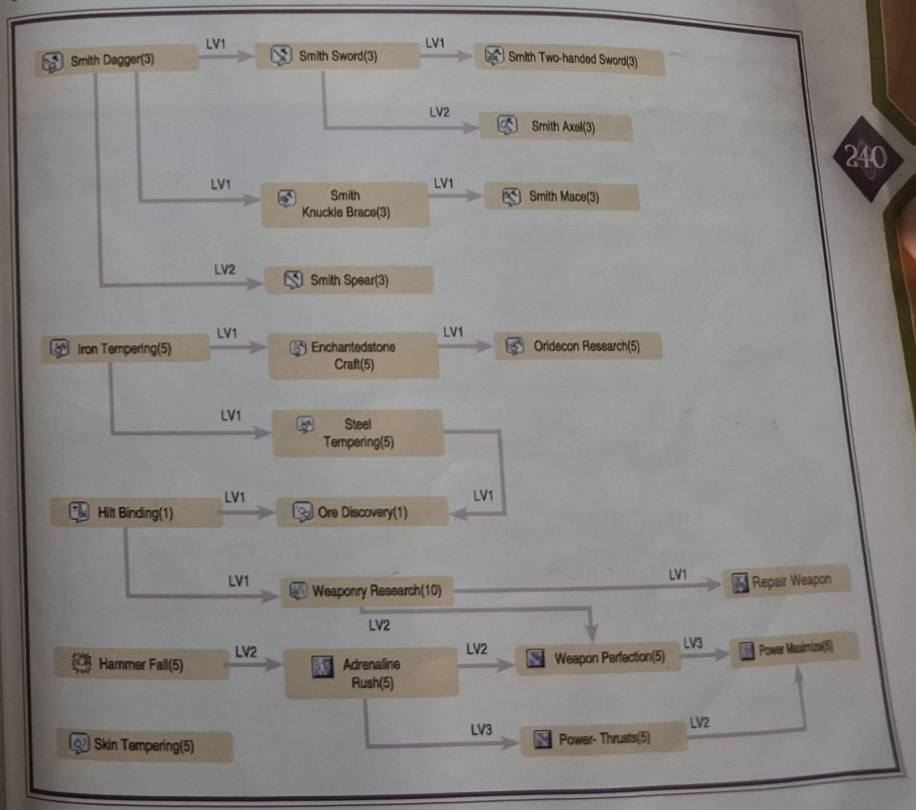

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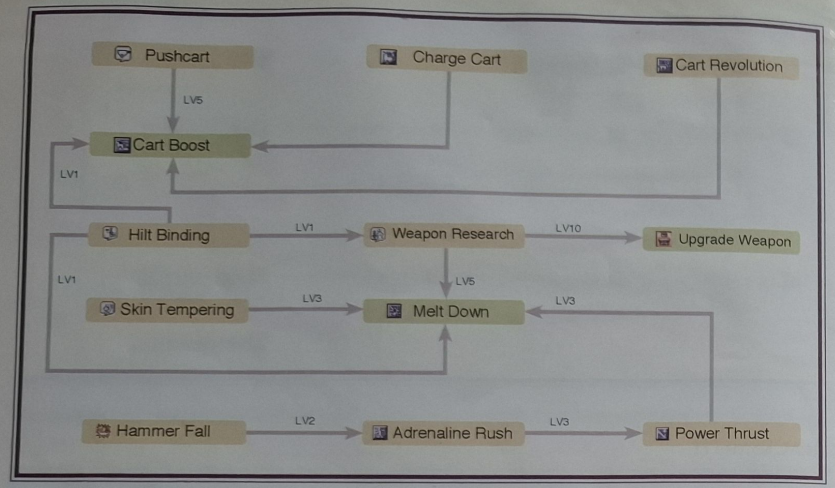

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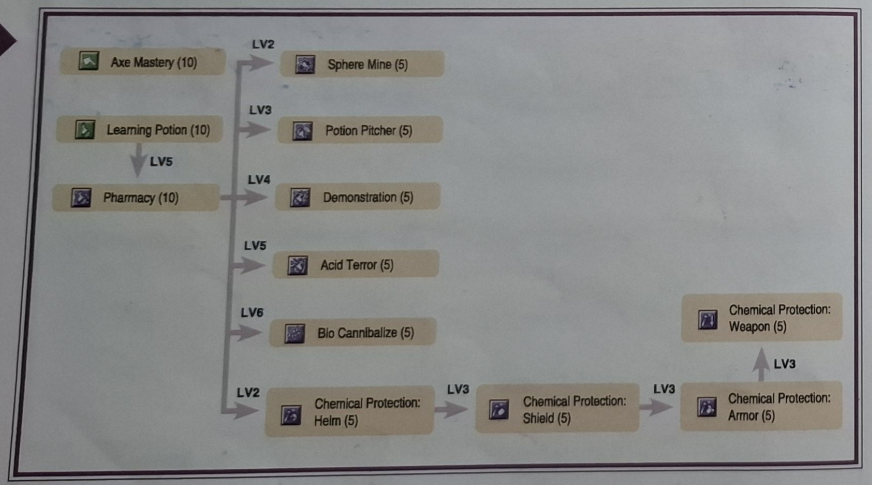

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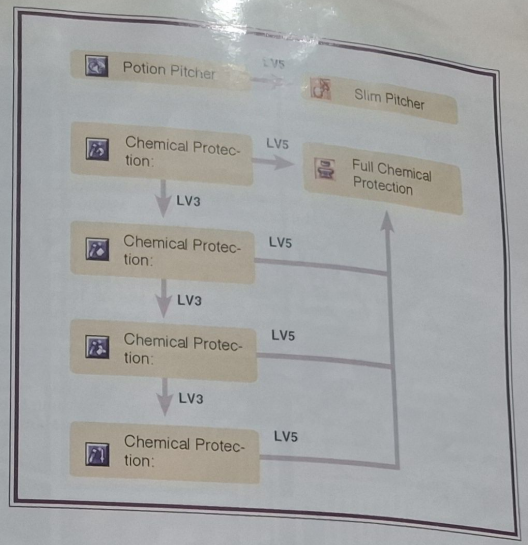

Artwork from Gravity

ACKNOWLEDGEMENT

It is with great pride that we present the Ragnarok Ultimate Game Guide Series. This book is a joint effort of the Level Up! Team, Kestrel IMC, and the Ragnarok Community.

We dedicate this book to our pRO Community for their invaluable support in putting this project together. This undertaking would not have been possible without the contributions of the following:

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Again, Thank you! And Rok On!

Karen Claire A. Manalastas
Philippine Ragnarok Online Brand Manager

Heritage Transcendence

Inside the Valkyrie Hall, they claim to transcend and renew their vows as the citizen of Rune Midgard.

Now let me remove all of your present memories. However, you will be able to remember the most honorable moments of this life. A quest will be given for you to fulfill. Afterwards, the changes will be granted.

Back to NOVICE?

WAAAAA!!! IOMG

Hmm. We have a quest to fulfill!? For sure, this will test our patience and capacity.

They went to the fields and battle their way to continue their quest and fight as a first step towards what is to become their destiny.

BOUNCE

Courage and perseverance pay off as they change from high novice to their corresponding first job classes. At this point they are more inspired and their desire to continue burst from each other.

After a long journey, they find themselves back to the Valkyrie Hall...

... and on that moment they are ready and deserving to become better warriors of a higher class ...

FSHOOM

Now they are ready to face a new chapter of their misadventures. Rebirth has been brought upon the citizens of Midgard, and there's only one thing they can say about it...

ROK ON!!

Heritage Transcendence" by Ryan Enril M. Caraan from Marikina City

for the Ragnarok Online Comics Creation Competition, part of the Level Up! Artists Search, held at the Komikon last

October 22, 2005 at the UP Bahay ng Alumni

Ultimate Game Guide

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